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Nintendo®

MAGAZINE SYSTEM

ISSUE #26

MAY '85

KIRBY

puts the checked trousers for

★ kirby's
dream
course

Virtual Boy ★ ★

EXCLUSIVE
look at the

Starwing

HUGE
8 PAGE

KILLER
INSTINCT
GUIDE

PLUS

PREVIEW

Newman-
Haas
Indycar

Sequest
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Warlock



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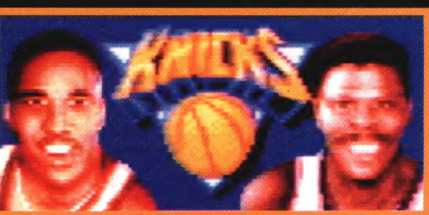
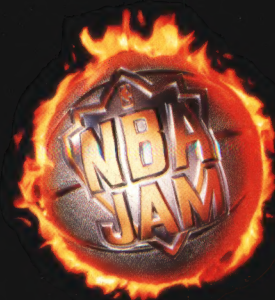
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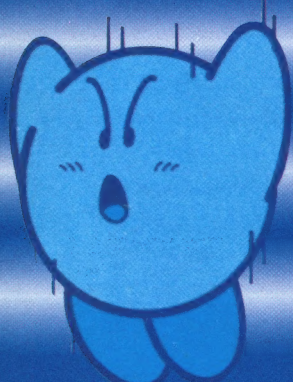
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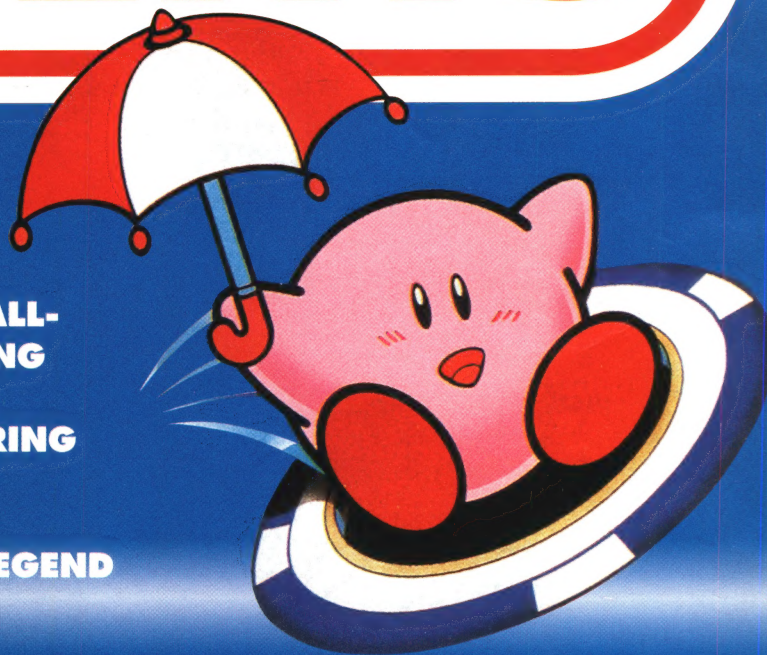
COVER STORY

It's mighty morphin' Kirby! Yeeesssss! The Kibster has hit the golf course for a spot of checked trouser madness and the result, Kirby's Dream Course is reviewed from page 16.



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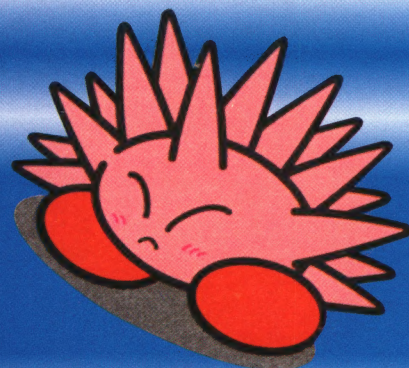
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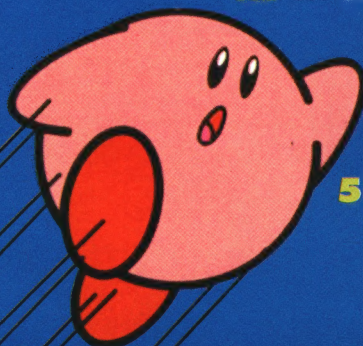
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THE FRONT PAGE

IDIOT ALERT!

There's nothing like getting a bunch of adults together on the subject of video games. Recently the front page of the Sydney Morning Herald carried (yet another) shock horror Video Games Are Responsible For All The Ills Of Society-type story.

At a recent conference a new study was presented that suggests that people who regularly play beat 'em ups are likely to get hooked and need more and more biff in their games just to keep them interested. And, apparently, children who play violent video games displayed more excitement than those who played platform ones.

A professor has conducted a study of beat 'em ups measuring the heart rate and stress response of children while they played - his conclusion was that video games provided an emotional charge which could prompt compulsive playing.

WHAT A LOAD OF BLEEDING TOSH!!!!

This is what happens when people who don't really have an idea about gaming set out to do a "study" on video games!!!! Did it

not occur to them that most beat 'em ups are action from the minute you press the start button until Game Over flashes up on the screen, whereas a nice little round of Sim City involves patience and slow and careful planning to reach your objectives???

The report also intimated that the violent element of video games would have you hooked and people who play them need more and more violence to keep them interested. It doesn't appear that anyone took into account that the first time you play a good beat 'em up - say Super Street Fighter II or Mortal Kombat II - is always for more exciting than, say, the tenth because you've now mastered many elements of the gameplay.

What I'd like to see (apart from a pavlova sandwich on my desk every morning that is) is a study on why these people feel that they are qualified to conduct studies on video games when they don't seem to understand any of the intricacies of the games themselves.

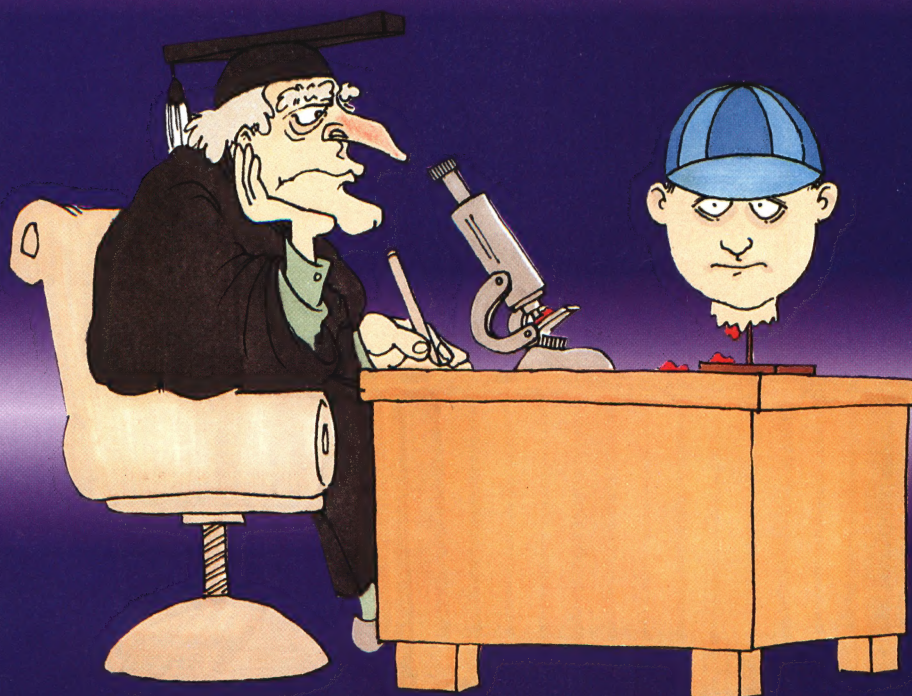


Illustration by Derek The Drop-Bear

NINTENDO PEOPLE SYSTEM

NUMERO UNO

Michael 'And Big Cheese Too!' Mohi

FERAL GRUMP

Mary 'Moi, In A Bad Mood???' Gillespie

NEEDS A HAIRCUT

Andrew 'Brillo Pad Head' Iredale

DSV GRAND MASTER

Skull, Esq.

SENTENCE STRINGERS (KIND OF ANYWAY)

Jane Wilde, Paul Davies, Nick Smith, Amos 'Poxy' Wong, Andy McVittie, Ben Smith, Michael Mundy, Blake 7, Baragoon

ARTISTES

Kuen 'I Promise I Will Never Use Pastels Again (Until I Think I Can Get Away With It Anyway)' Kam

Gary 'Removalist' Fletcher

Gary 'Gym Junkie' Harrod

MOUNTAIN CLIMBER (SORT OF)

Rod 'Fluffy' de Martin

MORE ARTISTES

Geoff Shaw, Derek The Drop-Bear

KIRBY WRANGLER

Brad Lonergan

ADVERTISING

Karen 'Small Furry Mammal' Mohi
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YOUNG ADULT MUTANT NINJA ACCOUNTANT

Kerry 'Very, Very Big Bucks' Wyatt

SHE'S STILL HERE!

Rebecca 'Snogmeister' Stewart

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MMM

NINTENDO NEWS NETWORK

NINTENDO SKY SPY



Nintendo has announced the commencement of its satellite broadcasting channel, St Giga, in Japan. Subscribers to the service receive the Satellaview, a peripheral device which fits underneath the Super Famicom and decodes information sent to Earth from the St Giga satellite. You need a satellite dish to pick it up and the channel operates much like any other Japanese pay TV station, with all manner of shows including news reports, game shows, soap operas and, of course, advertising. However, in the afternoon you can download encrypted Super NES demos of upcoming games and a number of third party game developers will produce games specifically for the Satellaview.

The main unit of the Satellaview connects to the bottom of the Super Famicom via the extension port and contains the circuitry needed to decode the broadcasted signal. This is connected



to a memory cartridge called the BS-X which holds 8 Mbits of operating information stored in ROM, as well as 4 Mbits of RAM to supplement the Super Famicom. There is also a memory cartridge which slots into the BS-X, much like a Game Boy cart into a Super Game Boy, and is used to store data downloaded from the St Giga satellite.

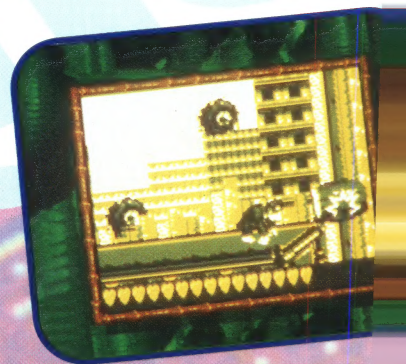
Nintendo has not yet announced any plans to adapt the Satellaview for use in other countries, although it will probably be released in the USA soon to compete with the Sega channel. When it will turn up in Australia, if at all, is anyone's guess as Australia's pay TV service is still in its infancy.

Nes dead, baby, Nes dead

It's official. The NES is dead. Nintendo UK has announced that it will no longer be supporting the humble NES, the video game system that has entertained millions of gamers since the mid-80s. It's not surprising, really, now that developers are concentrating on making games for the Super NES and Ultra 64. NMS shall hold a minute of silence as a mark of respect to the dear departed NES. We still have fond memories, though.

"Donkey Kong Land will be out soon" says Nintendo

And about time too! Those of you with either a Game Boy or Super Game Boy will no doubt have been frustrated by the lack of Donkey Kong Land carts on the shop shelves. This is because, well, Nintendo haven't actually given us a reason, but it's probably due to production delays or something, but we've been promised that it will be out by mid year - whatever that means. Anyway, here's a nice screen shot showing off the lurvely Super Game Boy borders. Mmmm ... rendered foliage!



MORE MEGAMAN

NEWS



Not satisfied with last month's Megaman X2 preview? Want more Megaman madness? Then stop reading this ridiculous first paragraph and get to the next!

The original Megaman has finally had enough of the NES and moved up to the Super NES in the latest adventure entitled Megaman 7. He has appeared six times previously on the NES and four times on the Game Boy, as well as the two X titles on the Super NES. Wot a busy 'bot!

Megaman 7 sees the return of Dr Wily and the introduction of nine bosses which were created by Japanese Megaman fans. Capcom ran a competition in which readers of a Japanese magazine were asked to send in their ideas for new adversaries for Megaman, and the best have been used in Megaman 6 on the NES and now in Megaman

7. The action will remind old NES owners of the delights of the early Megaman games with simple yet brilliantly designed levels and flawless gameplay. Many elements and enemies of the past games have been included, as well as Megaman's robotic rover, the faithful Rush. Megaman 7 was released in Japan in March and may be released here later this year.

balls up

Two new pinball games are soon to be released in The Land Of The Rising Sun.

Super Pinball, reviewed in this very issue, has been out in Japan for about a year and the developer Meldac/KAZE has just released the sequel. Entitled **Super Pinball II**, the new game looks much more realistic and has many features seen in real pinballs of today, including wire ramps and multiple sets of flippers. Hopefully the gameplay will match the standard of the graphics. No news of a Pal version yet, although Nintendo's decision to release it outside of Japan will no doubt depend on how well the first Super Pinball game performs.

More ambitious is **Battle Pinball**, on the way from Banpresto. Battle Pinball is played in the conventional way with two flippers, however the tables are definitely not conventional in design. Each of the four on offer is at least three to four screens high, with a set of flippers at each screen break. This itself is nothing out of the ordinary, but wait till you see what the tables are made up of! There's a down town scenario, a soccer pitch, earthquake damaged freeways, undersea settings (complete with mermaids!) and even deep space asteroid fields! All these screens are crowded with a bizarre assortment of Banpresto characters like Ultraman and his cohorts and these little fiends play havoc with the playfield, stealing balls and getting up to all manner of mischief. Like most of Banpresto's games, Battle Pinball is aimed specifically at the Japanese market so a release anywhere else in the world is unlikely, though there's always the chance that Nintendo USA might replace Ultraman and co. with Mario and co., but if you want this game now head towards your nearest importer.

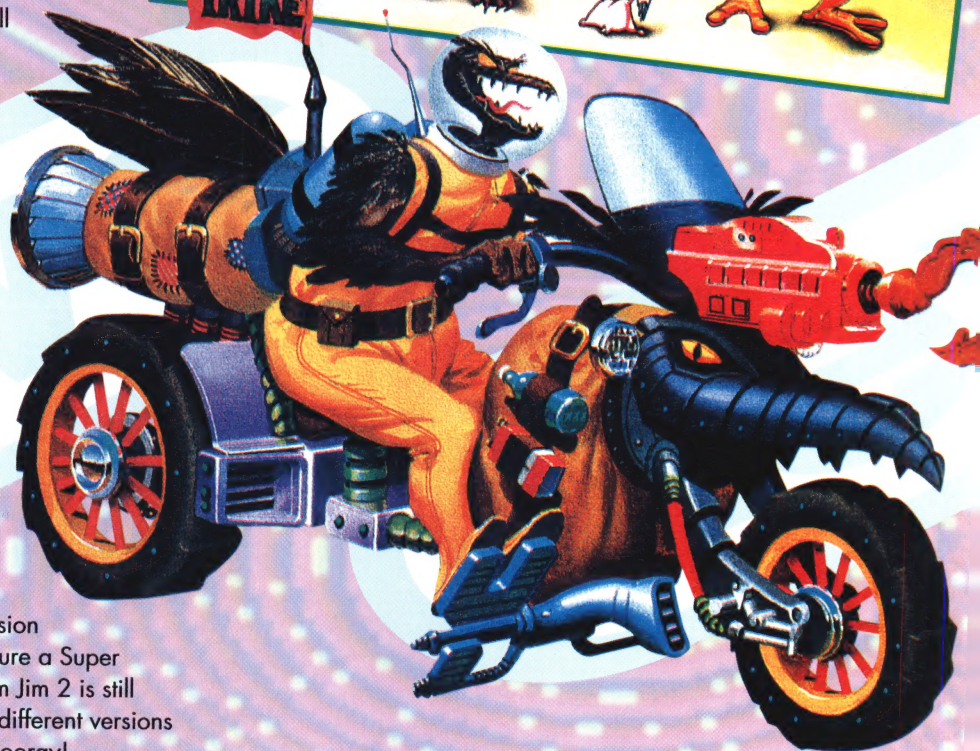


SHINNING NEW TOYS AHOY!

Everyone's favourite worm is the cooler than cool Earthworm Jim. We love him, you love him, he loves cows and you love drawing him on envelopes and sending them to us. And we love you doing that, although we do get some odd looks when we pick up our mail from the post office. What all this boils down to is that Playmates Toys will be bringing out a line of extremely cool Earthworm Jim figures and accessories. There's Pscrow, Evil the Cat, Professor Monkey-for-a-Head, and of course Jim, who is available in his Special Deep Sea Mission Suit or with Battle Damage. All the other characters are there too and each comes with big weapons. Really, really BIG weapons! Promises the promotional material. Figures on their own aren't much good though, so Shiny Entertainment has planned a number of vehicles, including Pscrow's Wheeled Worm Wastin' Wonder and Jim's Groovy Gravel Grinder! More sinister, however, is another product - Earthworm Jim Plasma Ooze. This toxic tub of terror includes Wiggly Wacky Worms - look out!

All this merchandising will be backed up by an Earthworm Jim cartoon show from Universal/MCA, a comic book and loads of other marketable stuff. Stay tuned and we'll tell you more!

Other worm related news of interest is the June release of Earthworm Jim on the Game Boy. This is a scaled down version of the Super NES game and it is highly likely that it will feature a Super Enhanced colour palate for the Super Game Boy. Earthworm Jim 2 is still under development and there is nothing to see of it yet, but different versions will be released on both the Super NES and the Ultra 64 - hooray!



QUESTIONNAIRE WINNERS

Loads and loads of people sent in their questionnaires and we gave prizes to these ones: Jeremy Casey, Edithvale Vic; Lee Kourtis, Mill Park Vic; Matthew Bogar, Boyup Brook WA; Todd Howlett, Risdon Vale Tas; Michael Czabotar, Hamilton Hill WA; Shaun Monger, Holland Park West Qld; Stuart Suoninich, Highton Vic; Russell Singleton, Ashwood Vic; Peter Provis, Roxby Downs SA; Grant Murlin, Springwood Qld; Daniel Korovlien, Dernancourt SA; Ben Buchanan, Mt Hutton NSW; Graeme Harris, Toowoomba Qld; Mitchell Freeland, Upper Bowman NSW; Nigel Dewing, Townsville Qld; Daniel Warren, Bilambil Hgts NSW; Michael Searle, Broken Hill NSW; George Cowie, Caloundra Qld; Jarvis Hall, Tathra NSW; Adam Towner, Bondi NSW; Roxanne Bryan, Willetton WA; Thomas Bullock, Riverside Tas; Anton Frackowski, Woomera SA; Robert Hand, Koroit Vic; Rodney Pollock, Gosnells WA; Daryl Leverton, Penola SA; John Walter, Glen Iris Vic; Lee Johnstone, Mt Martha Vic; Freddie Nigro, Ferntree Gully Vic; Simon Potts, Seacliff Park SA; Ryan Graham, Planlands Qld; Ben Gemmell, Strathalbyn SA; Brian Murray, Mortdale NSW; John McBride, Blackmans Bay Tas; Daniel Bright, Parklands Mandurah WA; Ben Scott, Redlynch Qld; Rauli Kumulainen, Wishart Qld; Simon Lyons, Denham NSW; Myles Fell, Eumungerie NSW; Justin Dam, Burleigh Waters Qld; Tim Minghin, Morgan SA; Ben Lumley, Binnaway NSW; Damien Crooks, Alice River Qld; Joel Sheridan, Oatley NSW; Andrew Osborn, Wheelers Hill Vic; Rodney Spain, Toowoomba West; David White, Lakemba NSW.

WRITE SOMETHING SILLY 'ERE

What sort of instruction is that from an art droid!? They're definitely beginning to get ideas above their station! However we'd much rather tell you the latest Ultra 64 news. Acclaim will be bringing their Motion Capture technology to the machine with their first title, Turok: Dinosaur Hunter based on the Valiant comic.

Meanwhile Paradigm Simulations will be working with the legendary Shigeru Miyamoto on an as-yet untitled project; and Spectrum Holobyte are handling a 3D title called Top Gun: A New Adventure based on the Tom Cruise movie about lamb roasts.

NEW GAMES

NEWS

Let's take a look at the new games coming out, shall we? What, you'd rather not? Shaddup, you don't have a choice in the matter!

Loony Tunes B-Ball from Sunsoft: Yup, basket ball with Bugs. Lots of fun and patented Warner Bros "wackiness", but don't expect NBA Jam.

Speedy Gonzales by Sunsoft: A fast and colourful platform game much like Bubsy.

Top Gear 3000 by Kemco: Top Gear, set in the year 3000. The four player link up is the most promising feature.

Hagane by Hudson Soft: An excellent ninja hack 'n' slash that's dead hard too. Definitely worth getting.

The Incredible Hulk by US Gold: Ho hum... Another platform beat 'em up. Nothing to get wet over.

Ardy Light Foot by Titus: A light hearted platform romp for the young 'uns.

Bubsy II by Accolade: The sequel to Bubsy. What more can we say?

Carrier Aces by Cybersoft: Two player WWII flight sim. Not bad, but not great.

Metal Warriors by Konami: This is a Konami game, so you know it's going to be good! Fans of Cybernator will love this and it features two player simultaneous action!

Pinball Fantasies by GameTek: Unremarkable and unexciting Amiga conversion. Say no more.

The Tick by Fox Interactive: Average scrolling beat 'em up. Too easy, but Tick fans will enjoy it.

The Mask by Malibu: See above.

Weapon Lord by Namco: Another one-on-one beat 'em up, but it's from Namco so it could be good.

Deep Space 9 by Novotrade: Don't know much about this one, but it looks like a 'walk around talking to crew members to solve puzzles' affair. Has promise.

Big Sky Trooper by JVC: An original Lucasarts production which looks sort of like Zelda in space.

Lobo by Ocean: DC's most popular bounty hunter gets his own game featuring graphics rendered with Alias software on SGI workstations, like Donkey Kong.

Battletech by Activision: The long awaited follow up to MechWarrior. Two player.

Mario Picross by Nintendo: Picture puzzles on the Game Boy. Featuring Mario in a safari suit!

Super Turrican by Accolade: A new Turrican adventure with spectacular graphics and varied gameplay.

Addams' Family Values by Ocean: The belated film tie-in that looks a lot like Zelda. Could be good.

Super Tetris 3 by Bullet Proof Software: Four player Tetris on the Super NES.

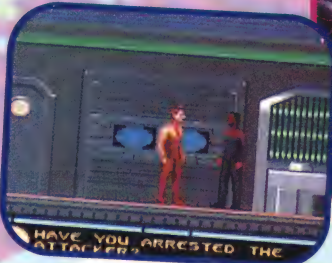
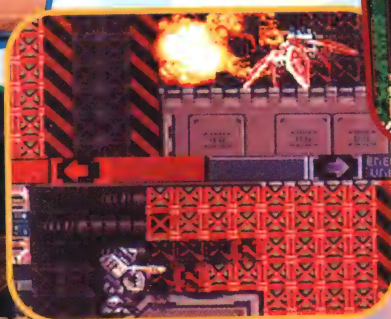
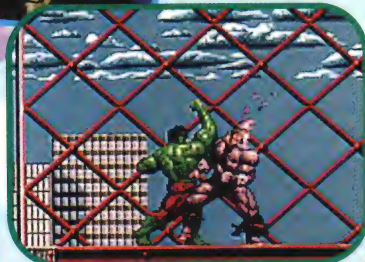
Super Wild Snakes by Yojigen: Like Tetris, but with snakes.

Goeman Warrior 3 by Konami: Brilliant! Absolutely brilliant! Unfortunately, only available in Japan.

Wonder Project J by Enix: Completely different from anything else. You are a robot which has to learn everything from scratch, including how to walk!

Art Of Fighting 2 by Saurus: If you liked Art Of Fighting, here's the sequel.

International Superstar Soccer by Konami: Quite simply, THE best soccer game ever!



WHAT IT IS

The Virtual Boy consists of a head set and a joypad. The head set resembles a diving mask and is supported by a wire stand or held in place by a shoulder mounted strap. Although it is battery powered, the Virtual Boy isn't exactly portable in the same way as the Game Boy. To play games you place your face against it and look in, so you'll either want to be sitting down or resting your elbows on a table.

The joypad is held with both hands and can be used by left or right handed people with equal ease. There are two cross buttons, one under each thumb, with four action buttons spread across the face and an additional two buttons positioned above.

WHERE ARE THE GAMES?!?!

The games shown at the unveiling of the Virtual Boy were only about 30% complete and will look much different when complete. Only six games have been announced so far, but many companies have projects under development which won't see the light of day until the official release of the Virtual Boy.

MARIO - What Nintendo system would be complete without Mario! The Mario game seen at the Shoshinkai show was just a demo. The new Mario game resembles Super Mario World in that it's viewed side-on, but there the resemblance ends. Mario can walk into the background to explore new levels and there's plenty of scaling and other neat visual effects. The graphics actually look better than in SMW on the Super NES! (Though minus the colour, of course!)

PINBALL - At this stage it appears fairly basic, but the 3D effects are used to create a very "solid" looking table.

SHOOT 'EM UP - This as yet unnamed blaster is view from above, giving the designers plenty of scope for multi-layered 3D landscapes which you must fly in and around.

DRIVING GAME - First person perspective driving games rely on convincing 3D graphics to create realistic visuals and this is no exception. It's very fast and very smooth and we can't wait to have a go!

3D BLASTER - This game looks very much like Starwing, but uses vector graphics to create wire frame objects.

TELERO BOXER - A first-person perspective robot boxing game. Currently the weakest title of the lot, but who know what it will end up like when finished?

HUDSONSOFT DEMO - Not a game, a demonstration of the talents of one of Japan's best game developers. This demo featured stunning 3D landscapes with moments of incredible full-motion video! You can bet that Hudsonsoft will be at the forefront of Virtual Boy developers.

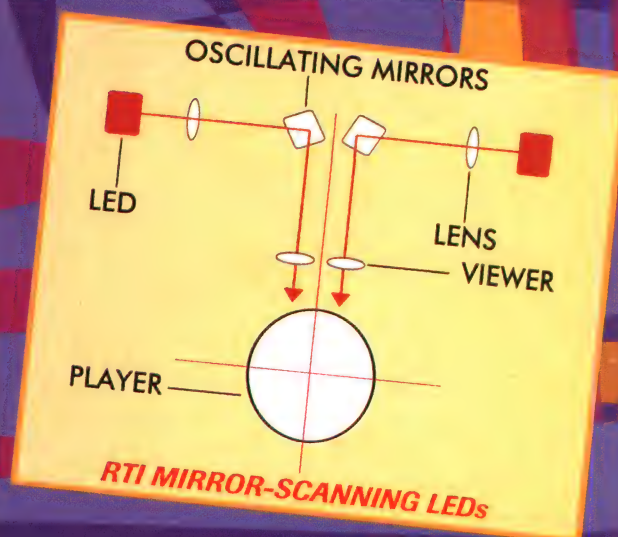
First

revealed by
Nintendo late last
year, the Virtual Boy

has suffered much
criticism for its monotone
red on black graphics and
the lack of promising software.

However, the Virtual Boy is a
misunderstood device. Nintendo did

not develop it to counter the "next-gen" 32-bit consoles such as Sega's Saturn and Sony's Playstation, for the Ultra 64 will have no trouble doing that itself. The Virtual Boy was conceived as a new way of looking at games and to provide a new experience for game players.



SPECS

CPU: 32-bit RISC processor running at 20MHz

DISPLAY: Dual mirror scan, high resolution LED displays

SOFTWARE: ROM cartridges

POWER SUPPLY: Six AA size batteries. AC power adaptor and rechargeable battery adaptor sold separately

AUDIO: Stereo sound via a self-contained dual-speaker system

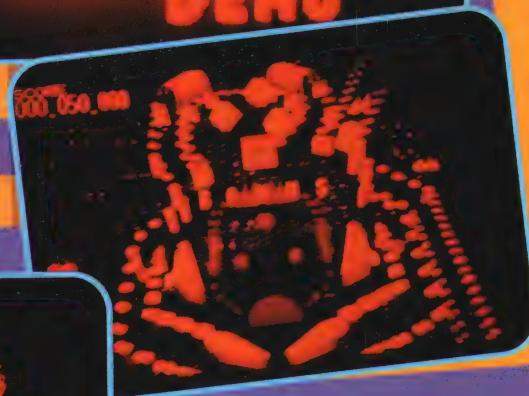
CONTROLLER: Double pistol-grip joypad

WEIGHT: 760g (headset only)



NMS AND THE VIRTUAL BOY

While we, nor anyone else outside of Nintendo, haven't had a chance to play finished games on a finished Virtual Boy, we hold high hopes for Nintendo's new game console. There is a lot of potential for a machine which specialises in 3D effects and some of the games in production look very good indeed. Nintendo Japan and America seem very confident of the Virtual Boy's success and predict millions of units to be sold world wide. As usual, Nintendo Australia couldn't give us a firm release date although it's due to be released in Japan and America by the middle of the year. Of course the price will dictate exactly how well sales go and as you know sales are the bottom line.



HOW DOES IT WORK?

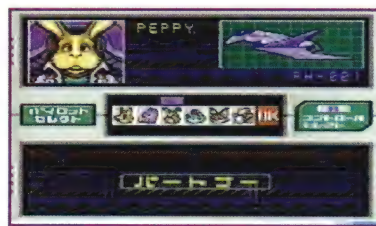
Well, you see there's six little men inside the box and they change their costumes for each scene. No, wait, that's how television works. The Virtual Boy creates its 3D graphics by reflecting four intensities of a red LED (Light Emitting Diode) off oscillating mirrors onto a black background. The minute vibrations of the mirrors give the image its depth and density.

After months of hints, rumours and innuendo, Nintendo has finally pulled the wraps off the sequel to the game that revolutionised FX chip technology. It's *StarWing 2*, and it's the greatest Super FX title ever seen!

If you thought the first game was impressive, you're going to be bowled over by this incredible title. Using Nintendo's Super FX2 chip, *StarWing 2* has the best 3D graphics on a 16-bit system - without a shadow of a doubt. Space ships are composed of hundreds more polygons, there's loads of texture mapping to increase realism still further and the game itself has been improved a hundred-fold. The original *StarWing* was criticised by some for its linear gameplay. Although you could select different routes through the game, you could only travel in one direction through each level. All this has changed in the sequel. For starters, the game is a lot more open. There are strategy screens that allow you to choose exactly where you want to go in each star system, allowing you to visit planets or intercept enemy fleets. And unlike the prequel, once you've chosen where you want to visit, you have total freedom over where you go - there's no linear qualities to the game whatsoever. So that's all right then isn't it?



(ABOVE) Yeah! The new look team. Choose from six characters and ships.



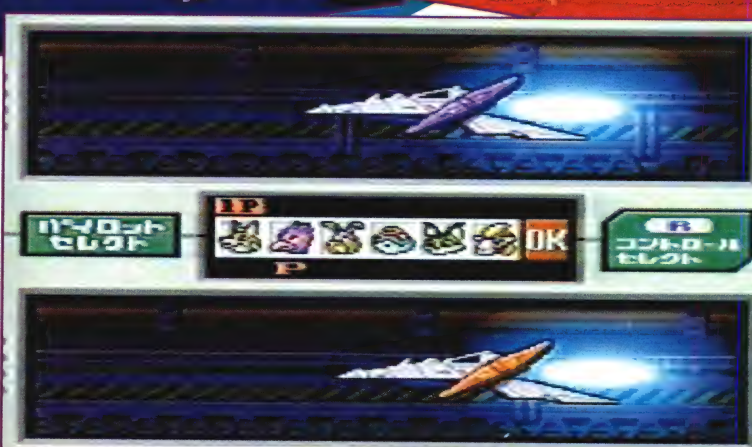
STARWING II

What's more, you aren't limited to just playing as Fox McCloud, as you were in the original game. You can choose to control any of the original *StarWing* team (and new characters have been added as well) who each have a different craft, and you can choose your own wing-man too!

The fighters themselves have been upgraded as well - when you fly over planets, it's possible to morph yourself into a brilliantly animated walker. And the planets have a lot more variety - there's even an oceanic world where you can either fly over the waves or crash down underwater with your walker.

This game looks set to become yet another Nintendo classic, and NMS will have the EXCLUSIVE review. Look out for more news closer to *StarWing 2*'s release date.

(BELOW) The Arwings are now equipped with target-seeking systems. Essential in the 360 degree gaming environment.



(LEFT) Gee, I dunno? Which one do I shoot? The blobby one, the diamond-shaped one or the one marked "target"? Hmm.

BOSSES TO END ALL BOSSES

StarWing 2 is a game replete with plenty of huge bosses to destroy. Whilst the first deep space "bosses" you come across are pretty weedy, some of the later planet-based monstrosities are truly incredible. Just check out this huge fiery texture-mapped boss for starters...

BATTLE OF THE PLANETS

With Stunt Race FX, coders Argonaut managed to create a decent split-screen two-player mode using Super FX technology. They haven't let us down with StarWing 2, which features an excellent split-screen battle mode for two players. Gamers can select any of the StarWing team for a spot of space duelling and the result is basically smart.

(ABOVE) Watch with sheer delight as your ship transmogrifies into a ground vehicle. Amazing what they can do with Arwings these days!

(ABOVE) A new, but unnamed member of the Star Fox team. I quite like the name Whiska. Or how about Felix? Send in your suggestions like they do on Blue Peter. Then again, don't.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: NINTENDO
- PRICE: \$69.95
- RELEASE: OUT NOW
- GAME TYPE: MINI-GOLF
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: One or two
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: None

GAME INFO

- **GAME ORIGIN:** An incredibly odd blend of mini-golf and pool, with copious quantities of Kirby thrown in for good measure.
- **GAME DIFFICULTY:** Easy/tough
- **SCORE TO BEAT:** Finish five courses in one day.
- **ALTERNATIVES:** There are no alternatives! You must play Kirby!

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Excellent

- A** Shot
- B** Use powers, cancel shot
- X** Nothing
- Y** Scroll around hole
- L/R** Left: Change shot direction by 45°
Right: Ditto
- S** Start: Pause
Select: Scoreboard

GAME CREDITS

- DEVELOPED BY: Hal
- DISTRIBUTED BY: Nintendo
- MADE IN: Japan
- ARTWORK: © Nintendo



KIRBY'S DREAM

AROUND AND AROUND AND AROUND

The way to win at this game is to score as few points as possible, and the way to score as few points as possible is to take as few strokes as possible. This means you've got to hit as many creatures as possible with each shot. At first this is simple, with creatures often being lined up in a row for you, but when this isn't the case you're going to have to do some thinking. The obvious play is to bounce Kirby off walls, barriers and other solid objects in an attempt to have him ricochet into creatures that are otherwise out of his line of fire. This works well enough most of the time, until you find yourself without anything to

bounce Kirby off, in which case you'll have to use the handy curv-o-meter to send Kirby on an arc of discovery. By using the line of beads to predict Kirby's route you can see which way the round one will roll, but don't forget to allow for varying shot power!





COURSE

INCOMING KIRBY!

Useful as they are, ricochets and rolls will not

make

Kirby go places he does not want to.

When this happens you must teach Kirby the error of his ways and give him a good kick up the backside! Flying Kirbys are actually more controllable than you might think, not only can you determine the distance of the shot with the power gauge, you can also decide which way

you want Kirby to bounce upon his arrival with the ground by moving the markers on the cross hair. As well as being able to reach higher levels, there is an advantage in that you can make sudden changes of direction, stop the ball on the spot and even make Kirby go back the

way

he came! Sounds hard? It's not, and you're going to have to get used to it if you plan to get past the first course.



STRANGE CREATURES- COLLECT THEM ALL!

The hole doesn't appear until all but one of the strange course inhabitants have been hit by Kirby, but that's not all they're good for. Well, some of them are only good for being hit, but others will bestow strange and magical powers upon our pink hero when





touched. These strange powers are demonstrated in the ever-so-helpful Demo mode and range from making Kirby fly, float or hover to turning into a stone or even a mad dashing wheel! Fortunately you can tell what powers the creatures harbour before colliding with them and it's a good idea to plan your route of attack to take advantage of this. If you stuff up a shot and send Kirby rolling to his doom off the edge of the course, you will lose any powers he has gained, so use them wisely!



COMMENT

This is the first game for a while that dares to be both different and original, and for that I like it. It's a very well thought out game and immaculately produced, things that are sadly lacking

SKULL

from most games these days. Of course, there is an explanation for all this - it's a Nintendo game after all. This also means that it is incredibly cute, but don't let that put you off or you'll be missing out on one of the best games available. Adherents to my DSV legion needn't worry, I've checked this game out and it does manage to qualify on all counts, although in a rather twisted way. Yes, there is death. Lose all your lives and Kirby comes up with a most uncomfortable expression. There is suffering. Witness Kirby landing on spikes if you don't believe me. And there is violence, too, with some very aggressive anti-tree sentiments being touted by Kirby.

All in all this is a very well rounded game, just like the star of it, and the two player mode is even more fun than playing pool down the pub after six pints!

WHEN KIRBY'S COLLIDE

Kirby's such a nice lad that he's even allowed himself to be cloned so that two players can beat him with a stick! Two-player games take a slightly different approach to the regular game. There are a whole lot of new courses and they are even more fiendishly set out with all hazards imaginable. Fortunately, there is no limit

on the number of shots you can take and playing against a friend adds a whole new dimension to the game. As there's no limit, you are free to do whatever you like, and if that includes trying to knock your opponent's Kirby off the edge, then so be it! Games become more like a game of pool and the number of creatures increases so there's plenty of opportunity to test out all the special powers available to Kirby, and to see what happens when you turn them against your partner!





AMOS

COMMENT

I can't believe it. I'm actually

addicted to a game again! After reviewing a plethora of of games that bored me senseless, Kirby's Dream Course immediately sucked me in and I ended up playing far longer than deemed healthy! Golf sims aren't my cup of tea, but this is such an ingeniously warped take on it (it does to golf what Parodius does to shooters!) it will appeal to not only would-be-golfers but puzzler addicts as well. The presentation itself is full of humorous touches similar to Super Puyo Puyo and Mario Kart, the graphics are gorgeous in that Japanesey way and the whole thing is ridiculously playable. Kirby's many bizarre powers and the ability to chain them together are a great touch - though you will need some practice to get your technique right. Hell, even the music's snappy and memorable to boot! The difficulty curve is just right for the youngsters too, but some of those later courses are real brain teasers! It certainly stands out amongst recent releases for originality, so if you're getting sick of all those tiresome platformers or mega bland racers, have a go at this and have some fun for a change!



ANDREW

COMMENT

Hooray! Kirby's landed at last! Kirby's Dream Course is a nice change from all those boring platform games and beat 'em ups and is one of those few games that is both suitable and fun for all ages. It's a piece of piss to play and anyone can pick up the basics in minutes, but you'll spend hours learning the finer points of play and all the special powers available to Kirby. Most of the courses are fairly simple and I suspect many of them can be completed with a hole in one, so there's plenty of lasting challenge to keep you occupied for months to come.

The two-player mode is excellent and can be played for days on end, but it's a shame there isn't facilities for a MultiTap as multi-player mayhem could be quite fun, although this is just a minor quibble because I can't think of anything else to complain about. Basically, Kirby has something to offer everyone and you'd be a fool to ignore him. Do yourself a favour and at least rent the game overnight, but if you can't do that just take my word and GET KIRBY NOW!!!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Looks a bit bland but it's nice and colourful and does the job well.
▼ You can only view the courses from one angle.

88

SOUND

▲ Japanese lollipop music - perfect for Kirby!
▼ Some people will start throwing up after prolonged listening.

86

PLAYABILITY

▲ You can pick up the joystick and start playing immediately and you won't stop until you've mastered all of Kirby's skills and more!

94

LASTABILITY

▲ The two player mode is great and there's heaps of challenge for solo players to better their score.

92

OVERALL

Kirby's Dream Course will appeal to all but the most narrow-minded game players. It's challenging, exciting, features Kirby, and above all is FUN!

93

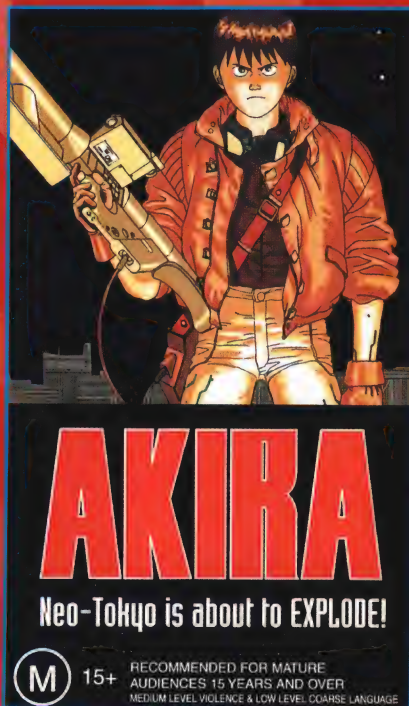
ANIME COMPETITION

ME, I'M A BUDDING ARTIST TOO

My goodness this anime thingie is getting quite popular isn't it? Now there is another player on the anime distribution market. Festival Video have joined forces with 21st Century Pictures to distribute their titles here in Australia and the first two are the classic animated movies, Akira and Lensman. Available now, (and Amos will review them next month), they be found at your favourite video outlets for \$24.95.

But three of our lucky readers won't even have to part with their hard-earned bucks for the privilege of owning Akira or Lensman because Festival have given us three packs: the big winner will get a copy of each Akira and Lensman as well as a block mounted Akira poster to make your bedroom wall even groovier; one runner up will get a copy of Akira and an Akira poster; while the other will get a copy of Lensman and an Akira poster.

But what do you have to do to win one of these prizes??? Well what we want you to do is draw us a new anime or manga character and give us a brief description of who he or she is. Then you have to send it to us at Me, I'm A Budding Artist Too at PO Box A305, Sydney South NSW 2000 by Wednesday, May 31, 1995.



THE FINE PRINT

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, May 31, 1995. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

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REVIEW

GAME BOY



CART SPEC

- BY: TH*Q
- RRP: \$69.95
- RELEASE: OUT NOW
- GAME TYPE: SHOOTER
- CART SIZE: 2 MBIT

GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Nope

GAME INFO

- GAME ORIGIN: Based on the TV show
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete missions without losing a life
- ALTERNATIVES: Desert Strike, True Lies

GAME CONTROL

- CONTROL: Game Boy
- RESPONSIVENESS: Sluggish

A Sonar

B Fire

S START: Pause

S SELECT: Launch vehicle

GAME CREDITS

- DEVELOPED BY: MALIBU GAMES/TH*Q
 - DISTRIBUTED BY: METRO GAMES
 - MADE IN: UK
 - ARTWORK:
- ©1994 AMBLIN ENTERTAINMENT

A life at sea for me? Don't think so... But a seaQuest game for the Game Boy? Sign on me hearties and we'll take to a life on the high seas ... well under them anyway.

UP PERISCOPE

It seems that those pesky renegades are at it again! A UEO convoy has been torpedoed and sunk off the coast of Hawaii, ruining your holidays. You've gotta get that SeaQuest over there and save the day. In all, you'll need to complete seven missions to recover the plutonium that the convoy was carrying and bring the bad guys to justice.

Mission One: Use the hyper-reality probe to recover lost canisters of plutonium on board a ship before it collapses. The radioactive material has mutated sea life and they must be carefully avoided, but the electric eels have left behind residual energy that can be used to restore energy.

Mission Two: Underwater caverns hold the stolen canisters, the speeder has to be used to negotiate the narrow caverns before the diver grabs the canisters.

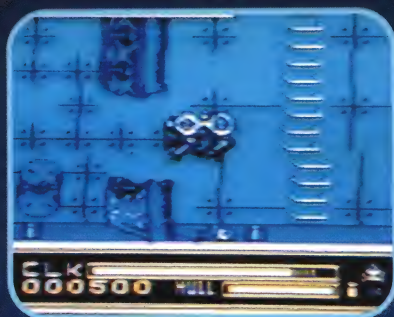
Mission Three: Use the sea launch to recover canisters that have fallen into a deep chasm, but make sure you're on the look out for jellyfish, giant squid and a legendary monster lurking in the depths.

Mission Four: The renegades have taken the plutonium to their weapon-making facilities. Lucas decides he can handle them, takes his speeder and Darwin to recover the canisters, just be careful not to lose that annoying dolphin.

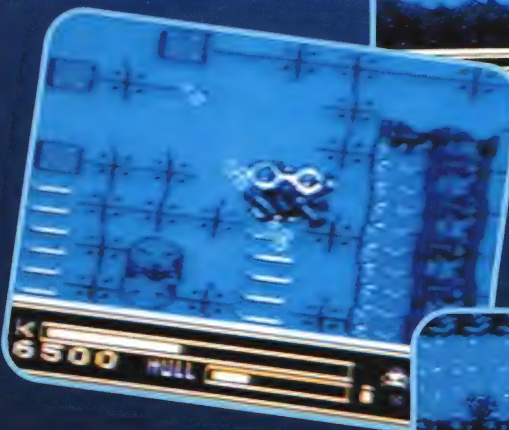
Mission Five: The renegades have damaged an underwater power plant, in order to avoid a total meltdown, the repair droids have to seal the cracks on the reactor rods before total disaster.

Mission Six: Saboteurs have planted bombs in the seaQuest torpedo bays, you must apprehend the renegades before they complete their mission and throw any bombs into the airlocks before they blow.

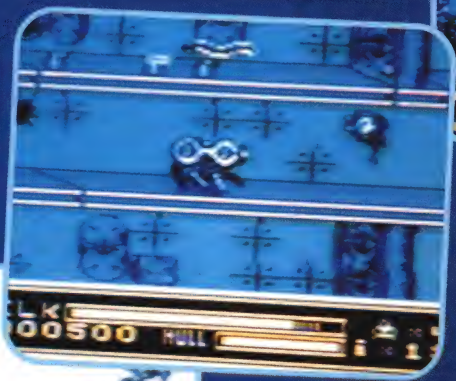
Mission Seven: The captain has infiltrated the renegades' base through the submarine lock. He must activate the self-destruct sequence in the main control room and make it out before it destroys the base.



The seaQuest is much too large to navigate the caves below. Send out a diver in a speeder.



DCU seaQUEST



You'll have to leave the speeder defenseless to recover the canisters, so be on the lookout for renegade subs.



AHOY MATEY!

During each mission the seaQuest will dispatch one of its special vehicles to tackle each of the levels. The vehicles all have their own special abilities ranging from repairs and maintenance to negotiating narrow tunnels and caverns. But during each mission time is against you, so while you have three chances to complete your assignment, you have to be careful not to waste any time.



NICK

COMMENT

When it comes to a popular licence, lots of companies tend to trash an interesting idea, but occasionally they manage to work it into a plausible game. Thankfully seaQuest has been given the right treatment and has now been released as a strategy game for the Game Boy. The graphics move well but are a little too small in places; and, at times, they have a lot of trouble keeping the pace when there are lots of things happening on screen. The levels are nicely detailed and there is lots of missions to complete. The sound is a bit of a let down, the music is okay but the FX are really bad, I found myself playing with the volume right down. Missions have been well thought out, although on some missions it takes a while to get used to the over steering of some of the vehicles. seaQuest is a polished game that doesn't just rely on quick reflexes, so should you want to take a look at something a little less pacey, try this one out.

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ A fair variety of locations.
- ▼ Very basic looking graphics and little animation.

62

SOUND

- ▼ Sounds like an old Colecovision game!

55

PLAYABILITY

- ▲ The variety of missions may keep you interested.
- ▼ Can be very frustrating at times and deaths often seem unfair.

70

LASTABILITY

- ▲ The 'one more go' factor encourages you to try again.
- ▼ You'll either finish the game or tire of it soon enough.

58

OVERALL

seaQuest fans may enjoy the variety but not everyone will have the patience to complete the game.

66

REVIEW

SUPER NINTENDO

WARLOCK

begin
preparations

CART SPEC

- BY: LJN
- PRICE: \$109.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Pass codes
- OPTIONS: Controller config

GAME INFO

- **GAME ORIGIN:** Based upon a film so sad we've only ever seen it on video previews.
- **GAME DIFFICULTY:** Easy
- **SCORE TO BEAT:** Find five runes on first go.
- **ALTERNATIVES:** Any other platform game you care to choose...

GAME CONTROL

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Sedate

A Shoot

B Jump

X Use spell

Y Use orb

L/R Left: Change spell
Right: Change spell

S Start: Pause
Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** LJN
- **DISTRIBUTED BY:** Metro
- **MADE IN:** USA
- **ARTWORK:** © LJN

What's Warlock? If you answered "a crap B-grade schlock horror flick that never made it past the dollar-a-week bin at the local video store", you'd be perfectly correct. However, Warlock is also the title of this new video game which has been based upon and around the events conjured up in the movie. This is what's known in the trade as "another crap film licence" and, as such, should fulfil certain criteria. 1. The game should make use of cinematic sequences (particularly if it contains the term 'Full Motion Video') to link the various stages to sequences in the film. 2. The design of the game is irrelevant, just so long as the programmers get it done in time for the film's release and/or pre-Christmas marketing blitz. Failing that, an animated intro sequence should be completed by the next Consumer Electronics Show.

Unfortunately, Warlock on the Super NES fails miserably on both counts. The link to the film is questionable to say the least, with a sad 'Once upon a time...' plot rehash displayed on the pages of a decidedly un-book-like book. Nor was it out in time for the film's release, which was apparently some time ago. So what we have is a(nother) sad platform game based, belatedly, on an unremarkable film. Great...

YOU'RE RUNED!

The wanderings in Warlock take place across seven different areas with you, controlling a heroic Druid, racing against the evil Warlock in a bid to possess the seven magic rune stones. Should you fail and allow the Warlock to possess them, the moon will align with the sun, or something, and the sky will fall down and the sea will boil, etc. Basically, Armageddon. (Which, by coincidence, is the title of the sequel.)



WARLOCK

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ A few nice backgrounds, but nothing memorable.
▼ The animation is second rate.

68

SOUND

▲ Er, there's about three seconds of speech.

57

PLAYABILITY

▲ Really easy to get into.
▼ But you'll soon find out how flawed the control is. Running, jumping, shooting: do not try all three at once!

72

LASTABILITY

▼ You shouldn't have trouble finishing this within a day or so if you put your mind to it. The passwords will see to that.

62

OVERALL

What initially appears to be a promising game soon reveals itself to be a poorly play-tested platformer peppered with perilous pits. Er, bits.

62

COMMENT



NICK

Oh well, it was a brave effort, but Warlock is step back in game design. Warlock is an average, unimaginative platformer. What we have is another game in which you must pick up the icons, blast the baddies and keep running to the right. Sure, many games follow the same format and are great, but not Warlock. Warlock doesn't provide anything particularly awe inspiring, apart from a few nice backgrounds, and the sound, well, thankfully it can be turned off. I found the game far too easy, as the plain, simple and repetitive levels provide little challenge. Coupled with the fact that there are rarely more than one or two enemies on screen at once, I was able to get almost to the end of the game on my first go. Not a good sign if you're after value for money and, like the movie, you'll only ever want to hire it once.

DRUID STEW

Your Druid's name is ... er ... (sounds of reviewer failing to find the lost instruction booklet). Look, we'll call him Dave. Dave the Druid, yes, that will do. Anyway, Dave's not a bad hand at Druid magic as it turns out, and he can do all manner of things with a deft twist of his wrist. With the A button he can send bolts of blue magic streaking toward his foes. With the X button he can use any magic potions he has collected along his journey. With the Y button he can control a powerful orb which destroys enemies and collects out of reach bonuses. And with the B button, Dave can jump. Bet you didn't think he could do that!

ANXIOUS



NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES:** Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).



NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES:** Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).



NMS 3 REVIEWS SNES: B.C.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE:** Legend Of Zelda: A Link To The Past (SNES).



NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE:** Legend Of Zelda: A Link To The Past (SNES).



NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES:** Super Mario Land 2 (GB), Starwing (SNES).



NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES:** Super Mario Land 2 (GB), Starwing (SNES).



NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES:** Tom & Jerry (NES), Starwing (SNES).



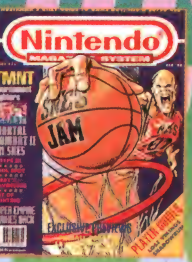
NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES:** Tom & Jerry (NES), Starwing (SNES).



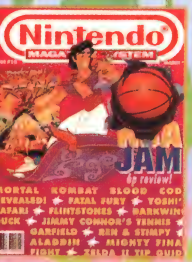
NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES:** Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES).



NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES:** The Jetsons (NES), Parodius (SNES), Super Mario World (SNES).



NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES:** The Lost Vikings (SNES), Shadowrun (SNES).



NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediot, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES:** Zombies, Zelda II: The Adventure Of Link (NES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES:** Super Bomber Man (SNES), Super Mario Bros 1, 2 & 3 (NES), Jurassic Park (SNES).



NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES:** Solstice (NES), Zombies (SNES), Jurassic Park (SNES).



NMS 15 REVIEWS SNES: Super Metroid, Plak, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES:** Young Merlin (SNES), Zelda - Link's Awakening (GB).



NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE:** Zelda - Link's Awakening (GB). **PLUS:** Shigeru Miyamoto interview.



NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES:** Super Metroid (SNES), Zelda - Link's Awakening (GB).



NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE:** Zelda - Link's Awakening (GB). **PLUS:** Behind The Scenes Of The Street Fighter Movie.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!!???

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NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES:** Mortal Kombat II (SNES), Super Metroid (SNES).



NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander. GB: Stargate; **GUIDE:** Super Punch Out; **PLUS:** Interview with Nintendo Australia's Marketing Director.

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NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE:** Stunt Race FX (SNES). **PLUS:** Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE:** Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin Power Rangers. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's. **GUIDES:** Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA:** Amos Wong Dartboard, Behind The Scenes Of NMS.

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GARY'S GOSSIP

WITH LITTLE CHANCE OF SUPER STREET FIGHTER II TURBO APPEARING ON THE SUPER NES AND THE LIVE ACTION MOVIE TURNING OUT TO BE A LOAD OF OLD COBBLERS NMS WAS BEGINNING TO ASK "HAS STREET FIGHTER DIED A DEATH?" WELL BEFORE WE HAD A CHANCE TO REPLY A COPY OF 'STREET FIGHTER II - THE ANIMATED MOVIE' ARRIVED AND NOW NMS CAN ADMIT TO LIKING THE CAPCOM CLASSIC ONCE MORE WITHOUT FEAR OF GETTING OUR HEADS KICKED IN.

When NMS revealed the animated Street Fighter film last year we were all sure it would be the better of the two films in production at the time. After recently seeing the tragic live action attempt starring Jean Claude Van Damme NMS can now safely reveal that the animated epic is streets ahead in terms of quality and accuracy when you compare both films to the coin-op. The animators have translated the arcade characters perfectly to the screen and they look, move and fight identically to their coin-op counterparts! We have already outlined the plot so allow us to give you a fight-by-fight preview of the film, with exclusive pics that have never been seen before!



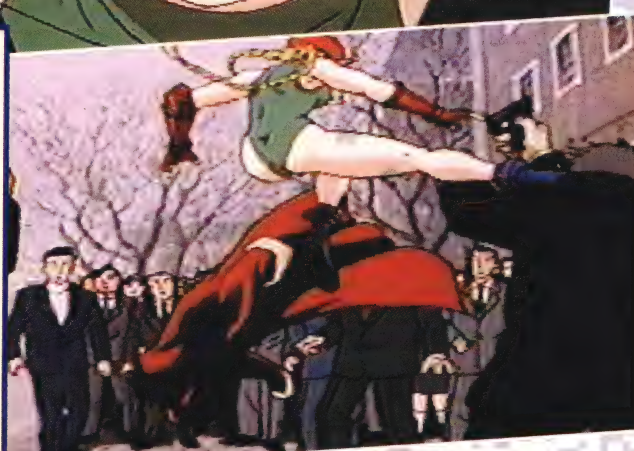
BATTLE 1 RYU VS SAGAT

No sooner have the opening credits flashed up than the fighting action begins! A terrifying storm that would send most people running for cover becomes the backdrop to a titanic battle between Ryu and Sagat! You'll see all of their trademark attacks like the Tiger Shot and Cyclone Punch plus plenty of close-quarter combat which gives Sagat the edge until Ryu comes back with an awesome Dragon Punch. The blow is so powerful it cuts Sagat across his chest. Blood everywhere!



BATTLE 2 CAMMY VS GOVERNMENT!

Not really a battle in the true Street Fighter style but a fight nevertheless. Cammy has been brainwashed by M. Bison and ordered to assassinate an important figure in the Government who opposes him! Cammy uses a disguise to get close to her target before breaking his neck! Cammy is eventually overcome by security guards but that's the last time she's seen in the film. Boo!



BATTLE 3 RYU VS FEI LONG

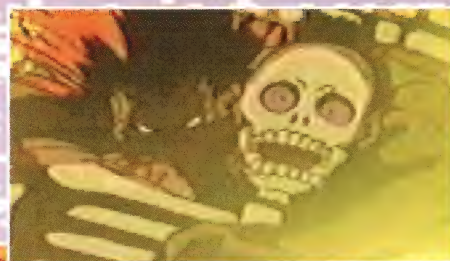
Always on the lookout for the next battle Ryu has entered a small street fighting tournament. Ryu warms up by breaking the noses of a few of the local hard nuts then is unexpectedly challenged by Fei Long! The next couple of minutes is packed with spectacular bone crunching action with both fighters giving each other a good kicking. The fight ends with Fei Long's Flame Kick versus Ryu's Hurricane kick! Which fighter wins? Not telling!

PECIAL

BATTLE 4

E. HONDA VS DHALSIM

More of a physical challenge than a bad-natured scrap but it's chock-a-block with moves you'll instantly recognise from the game. Honda has great difficulty getting a grip on Dhalsim who is able to levitate out of harm's way. Honda being able to get a few blows in before Dhalsim uses his hypnotic powers to stop him in his tracks! Watch out for a Yoga Spear and some Hundred Hand Slap action.



BATTLE 5

BLANKA VS ZANGIEF

This is the only time you get to see these two in the film but the battle between them is so explosive it doesn't matter! Zangief is the resident prize fighting champion in a exclusive club for wealthy business types. Unfortunately his next opponent is Blanka who lands the first blows to the big Russian's head! Zangief responds with a Spinning Piledriver which travels not five but fifty feet into the air! Blanka comes crashing down on the canvas but it's not enough to finish resilient Brazilian who spins a Cannonball attack to Zangief's chin! Be warned, this fight has a shocking end!



STREET FIGHTER II



BATTLE 6

CHUN LI VS VEGA

While NMS could watch the Chunners shower scene for all eternity we will have to make do with the desperate bedroom struggle as Chun Li fights for her life against Vega! The surprise attack catches Chun Li off guard and she suffers plenty of cuts from Vega's iron claw before retaliating with Spinning Bird kicks and finally using a Hundred Foot Kick to Vega's face knocking him through a wall and out of the building! The attack leaves Chun Li in hospital and her U.N partner Guile vows to make Bison's cronies pay!



FINAL BATTLE

The final battle has six street fighting superstars locked in combat atop a mountain! M. Bison has taken control of Ken in the same way as Cammy and uses him to attack Ryu! Balrog has a head-butting contest with Honda as Guile takes on Bison. The fight has more twists and turns than you could possibly imagine. Apart from that we are not revealing anything!

Full Throttle supposedly captures all the thrills and spills of arcade lookalikes and is an absolute must for your average rev-head. Whether or not this is true remains to be seen...

FULL THROTTLE

ALL AMERICAN RACING

START YOUR ENGINES

Full Throttle offers two styles of racing, either motorcycle or jet ski and you have the option of playing in combination or solo mode. Combination allows you to race a motorcycle and jet ski, whilst solo restricts you to one or the other. Secondly you need to choose which type of racing you want; Championship or Weekend. Championship is a full pelt race aiming for the top spot and big payola at the finish line. Weekend offers the player any track so that you can get a feel for the weather conditions and layout. Typically money earned or collected can be spent on buying new equipment or upgrading your old machine.



BEN

COMMENT

Full Throttle this is not! This game, when riding the motorcycle, looked reminiscent of Out Run (sorta) albeit with the inclusion of Mode 7. There is no real sense of speed, you can be travelling at "Full Throttle" and in essence feel like you're riding a pop-stick with two peas thrown underneath, and the game's responsiveness doesn't help the problem one iota. This game offers a choice of either sound FX or music, why not both? I remember listening to this sort of mind numbing drone ten years ago on my trusty Commodore 64. Some of the screen shots may indicate some nicely digitised pictures, but hey we've told you many times before to look past the graphics and concentrate on the value of the gameplay. Oh, and before I go, on the back page of the instruction booklet is a hit list of who to send prank pizza calls to! I can only assume all the talented programmers, out there have all taken an extended leave of absence to return with some fresh new ideas soon, PLEASE!!!

PIT STOP

Full Throttle has the usual serving of obstacles presumably to keep your wits sharp and your nerves on end. Flags are set up along the way as a bonus for you to hurl yourself into and earn extra cash. Lily pads are spread out in your path and in turn slow you down enormously. Another form of vegetation are large plants (I'm not exactly sure what they are, but they look like something illegal). These don't just slow you down, but stop you dead in your tracks. These obstacles shouldn't be a major issue as the speed of the game is so damn slow that you can manoeuvre yourself out of the way ten seconds before you get even remotely close to them.



RATINGS

- BY: GEMTEK
- RRP: \$99.95
- RELEASE: OUT NOW
- GAME TYPE: DRIVING
- CART SIZE: 8 MBIT

GRAPHICS

This looks like a Sega Master System game. It's that bad, really!

SOUND

Hear the Super NES sound chip strangled like you've never heard before!

PLAYABILITY

Playtested on the Planet of the Apes.

LASTABILITY

You'll probably sit there for five minutes waiting for something to happen before you realise that you are actually playing.

OVERALL

This is one of the shoddiest racing games ever to appear on the Super NES. Avoid at all costs!



15

12

18

13

14

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REVIEW

SUPER NINTENDO



CART SPEC

- BY: ACCLAIM
- PRICE: \$89.95
- RELEASE: OUT NOW
- GAME TYPE: DRIVING
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Music & SFX, controller config, etc.

GAME INFO

- GAME ORIGIN: Conceived by Acclaim's "Hey, we can make a buck using a well known sports personality to front our otherwise unremarkable game" marketing division.
- GAME DIFFICULTY: Depends on how persistent you are.
- SCORE TO BEAT: ?
- ALTERNATIVES: The previous Mansell game, any other poor driving game.

GAME CONTROL

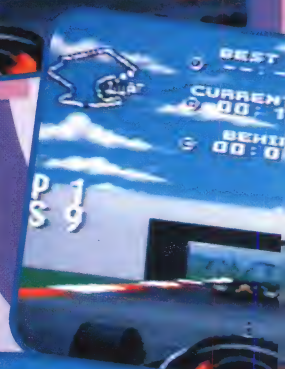
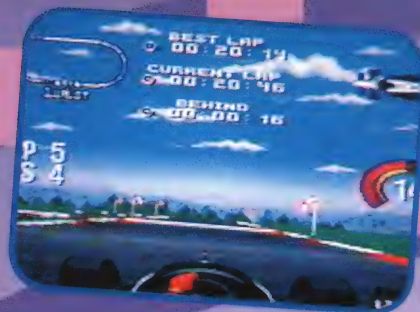
- CONTROL: Joypad
- RESPONSIVENESS: Inadequate

- A** Bunts
- B** Bat/throw
- X** Nothing important
- Y** Switch between fielders
- L/R** Left: Nuthin' Right: Nuthin'
- S** Start: Pause Select: Nothing

GAME CREDITS

- DEVELOPED BY: GREMLIN INTERACTIVE
- DISTRIBUTED BY: METRO
- MADE IN: UK
- ARTWORK: NEWMAN HAAS RACING/IMSC

I'm addicted to Norgen Vaas. Anytime, anywhere, if there's a shop around I'll always get some - it's the best! My favourite flavour is Jamoca Almond Fudge. Mmmm... What? Oh, Newman Haas. Haven't heard of that brand before. Do they make spaghetti sauce by any chance?



AERODYNAMICS AND STUFF

For those of you who like to customise your vehicle, racing in Simulation Mode gives you access to more options that you could possibly need. Everything from the size of each tyre relative to the others to the angle of the wings at the front and rear, suspension, brake grab and more can be altered. The Tech option even lets you check out how your modifications affect the aerodynamic performance of your car! During races you also have control over pit activity when you pit in and you must obey flag rules. On the other hand, you could simply choose Arcade Mode and race away with no fuss. In both modes a split screen option lets you go head to head with a CPU or human opponent.



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FEATURING

NIGEL MANSSELL®



HOW TO SCORE IN 15 EASY LESSONS

There's fifteen international tracks to race on, from Surfers Paradise, Queensland to Nazareth, Pennsylvania. You can choose either Full Season Competition or select single race mode. In Full Season Competition the deal is to get the most championship points. You earn points when you finish a race regardless of your position - the higher it is the more points you get, so you don't have to win every single race. But it would be nice.



AMOS

COMMENT

I can't help but feel that the FX chip has changed racing games forever on the Super NES; once you're used to the sheer smoothness of the graphics, the multiple views and the ability to

give some real character to the tracks and surroundings, to create something mind blowing using more conventional methods is a tall order indeed. Mind you, Mario Kart is still an excellent game; the tracks were varied, the sprite scrolling is smooth and above all it's great competitive fun.

Unfortunately I can't say any of those things about this game! All the tracks tend to blend into each other due to the monotonous background scenery and there's a lack of any real effort in creating the atmosphere of the city you're supposed to be racing in. The scrolling of other vehicles as you approach them is jittery to say the least and even the two player mode is a mind numbing experience! At least your racer's response is good - that's one redeeming feature! The plethora of modifications for your vehicle is commendable, but most people will notice any change. Had this been released a few years ago it might have been okay, but as for now, stick to Stunt Race FX or Mario Kart for your thrills.

REVIEW

SUPER NINTENDO

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▼ Incredibly basic and lacklustre. Backgrounds are totally unexciting, but Nigel's gloves look nice.

30

SOUND

▼ Awful music, annoying engine noise and tyre squeal and a dreadful bang whenever you hit anything.

40

PLAYABILITY

▼ Atrocious control with no sensation of motion whatsoever. Has absolutely nothing to do with driving at all.

35

LASTABILITY

▲ There's a full season to compete in.
▼ Just like watching Indycar racing on television, ie. boring. Except the races don't go for as many laps.

20

OVERALL

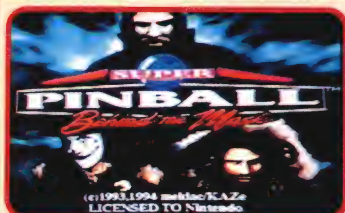
Poo. Absolute poo. You're better off renting a few videos of past Indycar seasons than playing this monstrosity.

30

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

- BY: MELDAC/KAZE
- PRICE: \$49.95
- RELEASE: OUT NOW
- GAME TYPE: PINBALL SIM
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 to 4
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Conversion of an obscure Japanese pinball simulation
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Clear two tables in conquest mode
- ALTERNATIVES: Pinball Dreams, Pinball Fantasies, Jaki Crash

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Right flipper

B Tilt, shoot

X Tilt, shoot

Y Nothing

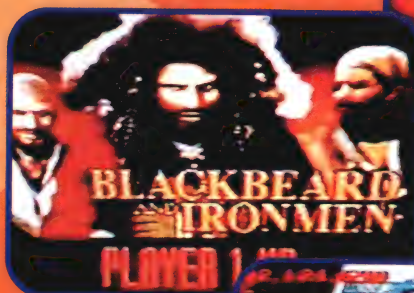
L/R Left: Left flipper
Right: Right flipper

S Start: Starts the game
Select: Pause

GAME CREDITS

- DEVELOPED BY: MELDAC/KAZE
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © MELDAC/KAZE

A pinball game! Oo-er, which table shall I choose? The one with the guy that looks like a cross between Batman's The Joker and The Crow's Eric Draven? Or how about the one with those butch-looking buccaneers? Nah, I'll pick the one with that creepy wizard fellow with ambient-ish background music. Hey, that sounds just like Enigma! I hate Enigma.



COMMENT

AMOS

At first glance everything looks pretty damn fine. Play fields look convincingly 3D, the graphics are well done and the ball handles pretty realistically as well. Hell, my heart even got a decent workout when the multi-ball mode kicked in! (Note: Amos had to take a week off to recover - Ed) Those flashing messages gave the game a feel akin to the real thing, but soon its shortcomings became apparent. The three play fields, though well done, just aren't very exciting. There's no tricky ramps, those bits that move around, nor contraptions that let you fire the ball anywhere. After all, they're commonplace amongst every pinball table these days. And when you consider the programmers could have done anything they liked (multiple layered play fields anyone?) the results seem a bit timid. Yes, it's still fun to play. But whether you'll enjoy playing this for long is another question!

INTO THE BLACK HOLE

Two playing modes are available, Competition Mode or the excitingly titled Conquest Mode. The former lets you and three pals compete for the highest score on a play field, just like the real thing. The latter is for one player only and you must conquer all three play fields by reaching a set score and shooting the ball through a forbidden door. Oo-er! You have a set time to do this before the door closes and if you miss your chance you'll have to rack up another hideous amount of points before the door appears again!

Super Pinball



VIRTUAL PINNIE

You know how pinball machines these days have that red LED screen on the backboard? The one that shows you whopping huge scores, lets you shoot things (sometimes) and generally distracts you from the actual table? Well, this has it too! Except it shows up in the middle of your play field. And you can't shoot at anything.



SKULL

Nintendo snap it up and release it locally. How odd. Not that I'm complaining, mind you, anything is preferable to that hideous Amiga inspired Pinball Dreams.

Super Pinball is a brave attempt at recreating a realistic pinball, but the tables are devoid of any excitement whatsoever. Where are the bonus screens? Where are the hordes of mutants and monsters running around playing havoc with the ball? Not in this game, that's for sure. I want a Super NES conversion of Devil's Crash!

Hardcore pinnie freaks may want to check this out, there may be something in it for persistent players, but I couldn't get very excited about it at all.

COMMENT

I've been bemoaning the lack of any decent pinball game on the Super NES for years now and I must report that the situation is grim. But lo! An obscure Japanese developer comes up with a half decent game and

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Quite realistic looking tables.
- ▼ The Jolly Joker? Blackboard and Iron Men?! Gimme a break!

84

SOUND

- ▲ Hmmm...
- ▼ Decent sound, that elusive element lacking from many a game, is alas not to be found here.

61

PLAYABILITY

- ▲ The programmers must have spent hours trying to get the ball action just right, and they've done a pretty good job.
- ▼ Unfortunately, the very basic table design makes games unexciting.

78

LASTABILITY

- ▲ The targets set in the imaginatively titled 'conquest mode' are very high. Yes, indeed they are.
- ▼ But one go is probably all you'll ever want to play of each table.

62

OVERALL

A good attempt at simulating pinball but the lack of imagination in design may limit its appeal. Still, it's not bad for only fifty bucks.

65

COMPETITIONS

Suck on This!

Those lovely folks who make Chupa Chups have decided that all of you need to visit the dentist more regularly! To this end they've decided to give us some special Chupa Chups packs each containing a T shirt, Chupa Chup bubble-blowing thingie; a Chupa Chup pop machine, keyring, groovy bag and, of course, heaps of Chupa Chups to wrap your fangs around.

We have five of these packs to giveaway to the first people who come up with the best idea for a new flavour for Chupa Chups. Pop your name and address with your answer on the back of an envelope and send it to Suck On This, PO Box A305, Sydney South NSW 2000 by Wednesday, May 31.



POWERED UP

There's nothing worse than settling in for a long hard game on your Game Boy to discover that the batteries have decided to go. There you are engrossed in Zelda or Kirby and suddenly phhht ... they're gone. Now all your problems are solved 'cause Energizer have developed a new lithium battery which will last three times longer than your average battery.

Now generally we'd suggest you popped down to your local K Mart, Big W, Dick Smith or local battery purveyor but, for you our readers, Eveready have decided to give us 25 Energizer Lithium packs to give away, each containing a T shirt and two packs of batteries (enough to slot into your Game Boy the minute you open the pack). All you have to do is tell us which Game Boy game is the one you settle down for long sessions with and why. Then send your answer to Powered Up, PO Box A305, Sydney South NSW 2000 by Wednesday, May 31.



THE FINE PRINT

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, May 31, 1995. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

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X-WING \$79.95 (PC)
ACES OF THE DEEP \$69.95 (PC-CD)
ECSTATICA \$89.95 (PC-CD)

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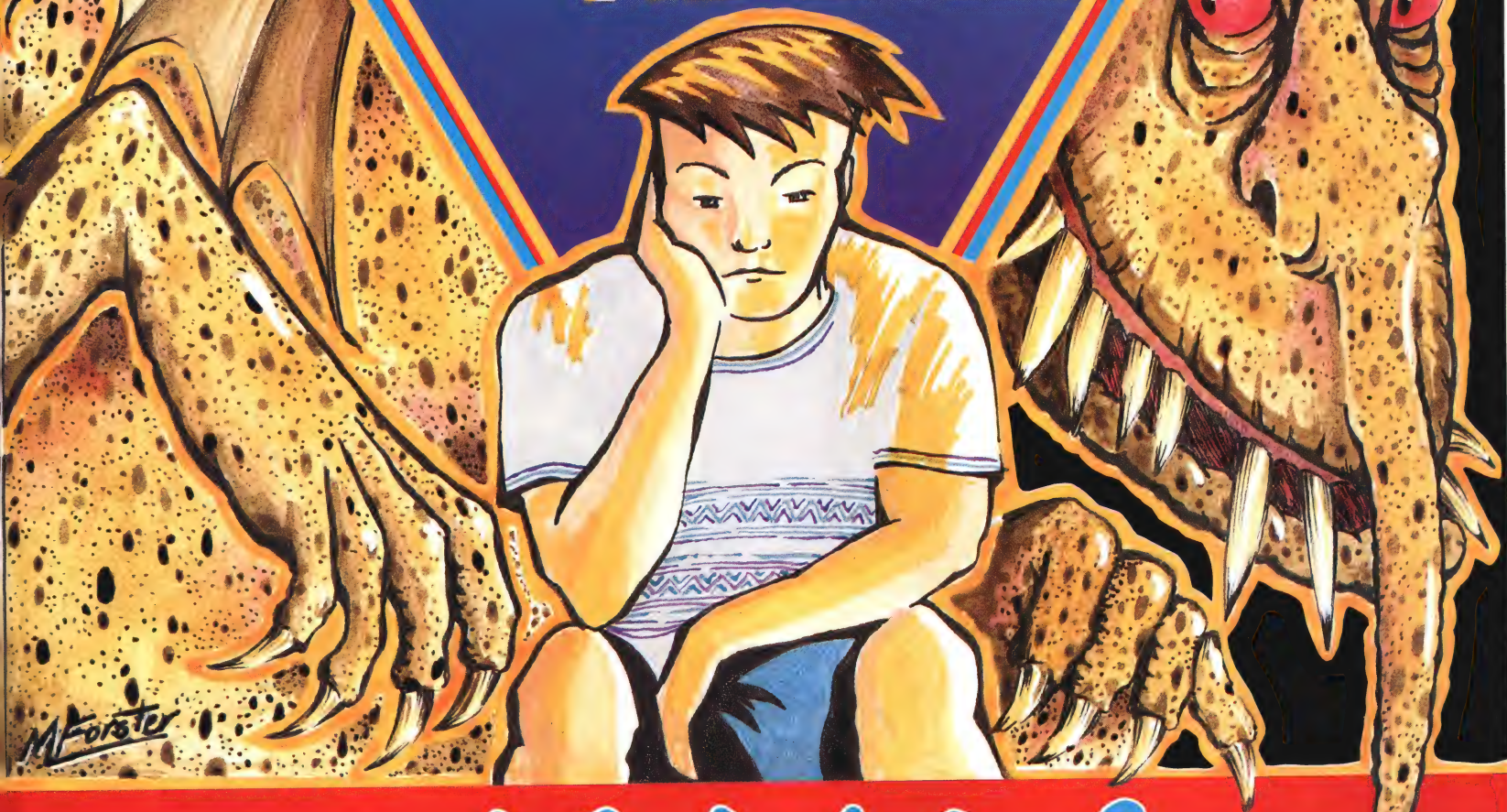
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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MYSTIC QUEST LEGEND

Licensed to Nintendo
© SQUARE 1992, 1993

CART SPEC

- BY: SQUARE CO
- PRICE: \$49.95
- RELEASE: NOW
- GAME TYPE: RPG
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Message speed, screen colour

GAME INFO

- GAME ORIGIN: American conversion of Japanese RPG Final Fantasy
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Two gems retrieved
- ALTERNATIVES: Zelda, Secret of Mana, Illusion of Time

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Awkward

- A** Attack, talk, select options from menu
- B** Jump, etc.
- Y** Switch control from auto to manual
- X** Call up menu
- L/R** Left: Change weapon Right: Change weapon
- S** Start: Brings up main menu Select: Press to scan Overworld

GAME CREDITS

- DEVELOPED BY: SQUARE SOFT
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © 1992 SQUARE SOFT

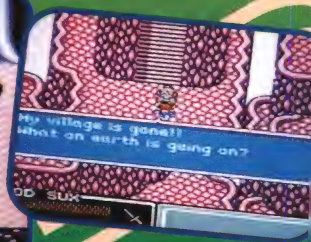
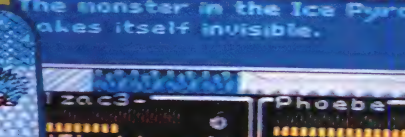
Once upon a time there once was a game called Mystic Quest Legend. It was a RPG. Someone, somewhere, somehow made a decision that this game was worthy of re-release. Here it is!



TELL ME A TALE OR TWO

The Focus Tower stands at the heart of the Mystic Quest world. It used to contain the four crystals of the Earth (Earth, Water, Fire and Air). One dark day the Dark King and his monster minions came and stole the crystals away, draining them and spreading evil and misery throughout the land.

Enter yourself. A humble, normal youngster with wanderlust and a natural feel for poking into every corner, opening chests, talking to other characters and fighting monsters. Naturally you're the hero, it's you who must defeat the monsters that have drained the crystals of their power, reopen the doors in the Focus Tower and finally confront the Dark King himself. To hinder your progress, there are monsters and puzzles at every turn. To aid you there are weapons, armour, and spells to be found and earned along the way. Various companions come and go to make your battles easier - two swords are better than one.



CLASSIC QUEST LEGEND



BATTLERMODE BONANZA

The key to your advancement is your experience points. The more points, the higher your level, the more attack, defence and magic power you have to defeat the bosses. Experience is only gained (and crystals are only recovered) by displaying your fighting prowess. Just walk into a monster icon or press A to enter a battlefield screen and you'll be into the battlermode. It's step by step fighting. Choose Attack, Defence or Run Away (this last option can't be carried out against the bosses or if you're petrified, asleep or dead). If you attack, check your weapon or choose to use an item or a spell. Then aim the action. You have a go then your enemies have a turn, and so you go hit for hit until one of you runs out of life-points. If you have a companion check the auto/manual setting as this controls who decides (you or the computer) what action they will take. Two people fighting should always win, especially as you advance and your attacks get stronger. If one is poisoned or near dead use the heal and cure potions from the items menu. If one is dead, have the other cast a life spell (if available).



COMMENT

Aaaaaarrffgh! Tedium! This is the stuff of stagnation. No really. It's not that bad, but

BLAKE 7 please. Oh for a challenging puzzle or variation in the battlermode screen, or even just some indecision as to which way to go! It is a good intro to RPGs as it's easy to follow but it's just way too easy to follow. Yes you have to think a little bit and I admit I did get into it enough to be bothered finishing it, but one battle after another in primitive graphics and no requirement for quick action really gets a bit much. The storyline is okay, but holding your interest to the end of the game is an unlikely event, by that time it's just yeah, yeah, yeah, tell me something new. On the only positive note, if you want to know what role playing games are like hire this one or borrow it from a friend and have a wander around. The step by step action allows the uninitiated to grasp the language of experience points and concept of item choosing, forward thinking, plot thickening developments that mark the passage of an RPG. For me, I'm just glad it's all over.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

Although only a few years old, the graphics look decidedly 8-bit.

35

SOUND

Provides a good excuse to re-listen to your CD collection!

20

PLAYABILITY

The plot is not too bad
The battlermodes are repetrepetrepetative, don't fall asleep or you may burn out your screen.

40

LASTABILITY

Warning: This is a beginners RPG and is very easy.

60

OVERALL

A good RPG, but it is a few years old and looks very dated compared to the likes of Mana and Final Fantasy III.

55

The Dark Empire is back!



STAR WARS

DARK EMPIRE II

A six-issue miniseries by Tom Veitch and Cam Kennedy.

TALES OF THE JEDI: DARK LORDS OF THE SITH
also available at your local newsagent!

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(AND SO ARE ITCHY & SCRATCHY, RADIOACTIVE MAN,
KRUSTY THE CLOWN, BARTMAN AND MORE!!)



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No news of Lum or Ranma gracing the video shops, but *Wings Of Honnemaize* is a gem of a release for those wanting a change from robots 'n demons.

UROTSUKIDOJI II - LEGEND OF THE DEMON WOMB
Manga Video (TBA \$29.95)

The first five parts of the Urotsukidoji series are probably the best examples of anime demons and extreme perversion to shock your friends with during video nights! Created by Toshio Maeda, Chojin Densetsu Urotsukidoji originally appeared in Wani Magazine in Japan, followed by the five part Original Video Animation (OVA) series. These were then edited together to create two feature films that were released in the cinemas. Over here, parts one to three that form the first movie unfortunately suffered from poor voice acting, but things have improved for parts four and five that make up this feature.

Back in World War II, Hitler's evil sidekick Myuni Hausen attempts to bring the Lord of Chaos into the world via an outrageous bit of mecha which erm, has to be seen to be believed. Unfortunately, his plan doesn't succeed, but his son (also named Myuni Hausen) survives to present day and plans to do the same, with the help of Demon Kohaki and Nagumo's cousin Takeaki (who also has Nagumo's demon blood flowing through him). Upon summoning the Lord of Chaos, Myuni Hausen hopes to command it to destroy Nagumo and the Overfiend in order to rule the three worlds!

What sets this apart from the plethora of demon/sex/tentacle-fests is the excellent character design and quality of animation, as well as the direction by Hideki Takayama. It's got huge battles, a hilarious accident at a peep show and, of course, lots of gore and those bits that I can't talk about in this mag!

WINGS OF HONNEMAIZE
Manga Video (M \$29.95)

Since he was a kid, all Shirotsugh dreamed of was to fly, but his poor grades didn't get him into the Navy and its fast jets; instead he ends up in the Royal Space Force. Ridiculed by the public due to its continuous failures to send anything into space and accidental deaths of astronauts-to-be during equipment tests, Shiro nevertheless pulls himself out of his stupor and

volunteers to be a part of the new space programme, much to the shock of his slacker classmates. Shiro is elevated to media star status but also becomes a target for anti-government forces, as well as the neighbouring Republic which fears the rockets' potential weapons application. When the launch site is moved to the border, tension between the sides increases even more...

Action addicted anime fans may be put off by the slower pace of this drama, but I was hooked into the depth of the story and moved by the excellent climax. The quality of animation, direction and design work is phenomenal; as a result this "alternate word" and its culture seem very believable indeed. Easily one of the most visually amazing examples of anime I've ever seen, with good voice acting too! If you want something different to the other anime around, buy it now!



CRYING FREEMAN Parts 5 & 6
Manga Video (TBA \$24.95)

I've always preferred the manga to the anime of this, but the quantum leap forward in character design, animation, direction and atmosphere of part six, The Russian Connection, made me sit up and take notice! Tsunaiki is a young and ambitious member of the Yakuza who masterminds an arms conflict between the 108 Dragons and the Yakuza itself, hoping that the two will destroy each other so that he can step in and control them all! With mega sexy and dangerous babe Tanya by his side he may just do that, but then again, young punks like him always underestimate Freeman, don't they? It's bloody, steamy and atmospherically almost on par with The Professional. Very slick indeed, and an excellent end to the anime series. It's just a shame for it to finish just as it got this good!

GUYVER DATA FILES Parts 5 & 6
Manga Video (M \$24.95)

The Guyver gets his control medallion ripped out during battle and poor Sho breaks melts

MACROSS
CLASH OF THE BIONOIDS

FULL
LENGTH
ANIMATED
FEATURE



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WHERE HUMANS BATTLE
A RACE OF GIANT
BIONOIDS



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into a steaming pile of bio-organic sludge! Will Chronos succeed in ruling the world after all? Find out for yourself.

MACROSS - CLASH OF THE BIONOIDS

Kiseki Video (PG \$29.95)

Originally titled Macross, Do You Remember Love? this was the smash hit theatrical release that swept Japan in the 80s. It's no surprise why; the animation is superb with an incredible amount of detail in the mecha, there's plenty of awesome high speed battles that deserve repeated viewings in slowmo, and the already popular characters and mecha from the hit TV series have been further refined in design and look better than ever!

Throw in the classic love triangle subplot to this tale of conflict between humans and the two alien races Zentradi and Meltrandi and

me
o y

you have a hugely popular anime. Along with the original TV show, the sequel Lovers

Again and the brand spanking new Macross

Plus (yet to be released here) this is one of the most popular anime series produced! Do You Remember Love has been one of my favourites for a long time although the luurve bits I find a bit cheesy and some of you may feel the same with the Japanese bop pop, but Japan was in the midst of a pop star idol boom at the time of production and this movie reflected that trend with popstar Minmei and her songs. Although a mere anime character, both she and her Japanese voice actor achieved massive celebrity status! The English dub unfortunately suffers from awkward voice acting which ruins the vibe a bit, but the good news is that there'll be a subtitled version available soon, so if you enjoyed Macross II but couldn't figure out what the Minmei attack was, then check this out! A classic.

UROTSUKIDOJI III Episode 4

Kiseki Video (R \$29.95)

The final part of the latest Overfiend chapter has the climactic showdown between the morph-tastic Caesar and manbeast Buju for

the love of Alector. The cuts to the nastier sequences tend to disrupt the continuity but hey, you'll still have to see this so you'll know what the deal is when Urotsukidoji IV eventually makes its way over here, don't you?

THE GIGOLO

Kiseki Video (R \$29.95)

Well, it doesn't take much imagination to figure out what this one's about! Jin, a suave chap with a penchant for gaudily coloured suits is in the business of erm, satisfying women. His exploits are pretty tacky, but I'm not going to tell you about it as it'll probably all get edited out by Mary anyway! Average quality trashy fun - for the older lot of course ... but it wouldn't be on my must see list!

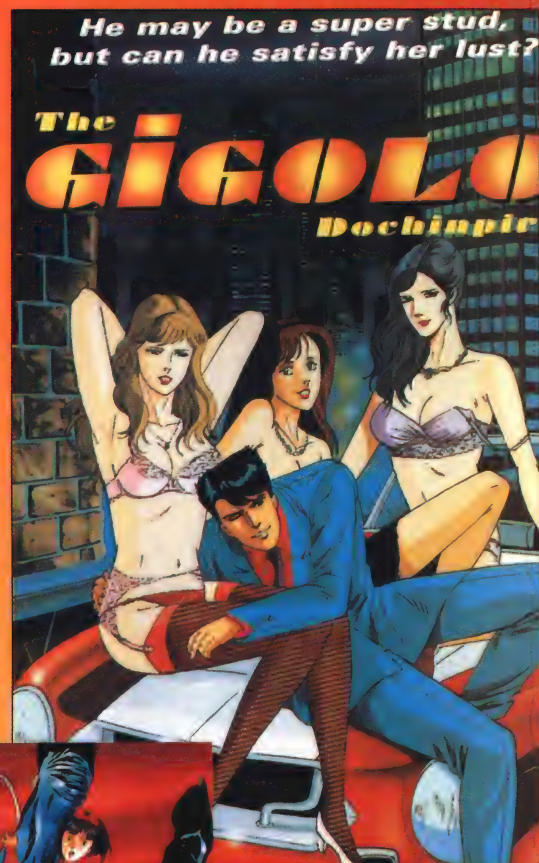
ADVENTURE KID

Kiseki Video (R \$)

Remember that movie Tron? A live action/computer generated movie way ahead of its time, it was about a guy who was sucked into a computer world to "play" in video games. Which funnily enough happens to Norikazu and his pals in this anime, but it's not video game battles they fight. Travelling across dimensions and time, the gang find themselves

among unstoppable zombies in a World War II setting and their leader (who has plenty of tentacles hidden up his sleeve); giant demons and scantily clad babes in a mystical world, plus a mysterious character Suehiro Masago who seems to control the fates of Norikazu and company. Whether he's a good guy or another demon in disguise remains to be seen.

Written by Toshio "Urotsukidoji" Maeda, it's hardly surprising to see most of the evil characters sprouting tentacles and violating others! But the animation isn't as slick as Demon Womb and the direction under Yoshitaka Fujimoto I found a bit bland. The cuts to some scenes don't help either. The Japanese dub is good (as always) and the subtitles are clear to read; if you're curious to see other stuff from Mr Maeda's imagination then check this out.



MACROSS II

SERIES EPISODES 1-6 OUT NOW!!

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Enough already!! Amos managed to bail up Paul Wiegard of Siren Entertainment and Andy Frain, big boss of Manga Entertainment UK, to get the dirt on some of the hot upcoming titles from Manga for the following year. Prepare to be blown away! Next month: an exclusive interview with Andy himself!

NINJA SCROLL (April)

From one of my fave directors Yoshiaki Kawajiri (Wicked City, Cyber City), this is a supernatural actionfest set in feudal Japan. A small village succumbs to the grip of a mysterious disease and it's up to Jubei, a wandering ninja to save the lot from very nasty deaths! With fighting sequences that put live action brawls to shame, gore to rival Fist Of The North Star, Urotsukidoji demon overtones and of course the magic Kawajiri touch, this is sure to be a must see!

MACROSS PLUS Part 1 (May)

The original Macross mecha designer Shoji Kawamori is back as animation director of this four part OVA (Original Video Animation) series. Two ace pilots Isamu and Guld are in hot competition as they test new mecha from different companies vying for the contract to produce a new generation of Valkyrie fighters. Mixing some cutting edge computer graphics with cel animation, Kawamori promises mega mecha action!

MOBILE POLICE PATLABOR (June)

A movie based on the OAV TV series and manga. Giant robots, or Labors, as they're called have speeded up construction in Japan dramatically, but strangely they're going out of control - without pilots! It's up to the Mobile Police and their Patrol Labors stop them and uphold the law. It's Robocop done the anime way - and at least twenty metres taller! Again, the sequel will be here at the end of the year.

SPACE ADVENTURE COBRA (July)

The popular cinematic adventure from Buichi Terasawa will have a run at the movies in major cities (along with Wings of Honnemaïse, Castle Of Cagliostro, Appleseed and Patlabor), followed by the video release. Cobra's new adventure (co-produced by Manga Entertainment) will be here late this year - hooray!

MIDNIGHT EYE Part 1 (Sept)

At last, Kawajiri's excellent OVA based on Terasawa's hit manga series will be here soon! This creative duo surely must be a match made in heaven!

GIANT ROBO Part 1 (Nov)

This has to be seen to be believed! Old style Astroboy-ish character and robot designs have been mixed with modern animation techniques and awesome effects in a remake of an old live action show and manga. A bunch of do-gooders (with individual special abilities) called The Experts Of Justice battle against the evil Big Fire Group who want world domination! With nuclear powered Giant Robo, who is controlled by young Daisaku on the good guy's side, BF Group had better watch out!

Special Sneak Preview

Anime

LA HOY

DOMINION TANK POLICE

Part 1 (Late 95)

This new OVA series on the exploits of Leona and the Buaku gang has improved animation quality and refined character design. Looks great!

GHOST IN THE SHELL (Late 95)

Imagine a society where almost everybody is either bio-engineered or fitted with computer interfaces so they can jack in and experience anything through virtual hallucinations. Even piloting mecha is simple, just plug in and you're in control! This is Japan 2029. Based on Masamune Shirow's manga and co-produced by Manga Entertainment, this feature again uses combined computer/cel animation techniques a la Macross Plus and will be hitting our shores late this year.

MEMORIES (Late 95)

The new epic from Katsuhiro (Akira) Otomo. It'll be huge and Andy will tell you all about it next month!



OVERFIEND

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MAILBAG



Good evening and welcome to the May issue's Mailbag. This is the bit where I sit down with a platter of pavlova sambos and make life and death decisions about the fate of your letters. Sometimes it gets too much and I have to retire to my favourite eatery (which is any eatery really - except for vegetarian restaurants of course). Help solve my dilemma by writing to Mailbag, PO Box A305, Sydney South NSW 2000.

DEAR FAT BOY

Here at the We Love Fat Boy Club, we have decided to gracefully send to you, out of the kindness of our hearts, a cheat for Sonic The Hedgehog. So here it is. On the title screen press up, down, left, right, then hold down A and press start. Then you'll have a lovely level select. As an added bonus, we have sent you two basketball cards of our two favourite players (Fat Lever and Gheorghe Muresan). As you can clearly see, if you put Gheorghe Muresan's face and Fat Lever's name together, it will be a mirror image of you. Please treasure these cards forever.

The President of the W.L.F.B.C.
P.S. I am not a crazy person.

Oh yes you are! What on earth would I want with Sonic The Hedgehog cheat!?!?!?

DEAR FAT BOY

On a dark and stormy night something caught my sight, blazing across the sky was a truly peculiar sight. Then cosmoically I felt a magnetic bond between the object and myself. Ray hit me and SLAM! CRASH! BOOM! BANG! So did the suit.

Now five minutes after recovering from the sudden jolt of energy and the huge atomic bomb like crash which nearly tore me. Wrigglesome from wrigglesome, I discovered that the Intergalactic Cybernetic war suit was eternally stuck on my extraordinary handsome body. This is how I gained my awesome powers and went by the name of Earthworm Jim.

From the Red Wriggling EARTHWORM JIMI!

Jimbo, thanks for sharing your story with us all. Now go cow-tossing.

DEAR FAT BOY

I would like to begin by telling

Anton Avila of Bickley (#23) to get a life. I hate to tell you this but Shang Tsung is an imaginary character, as with most video game characters.

Anyway, do you think the Ultra 64 will be better than the Sega Saturn? I know that they put in quite an effort. Also what is the difference between the CD and the cartridge in terms of sound graphics and memory. Thanks for your help Fat Boy!

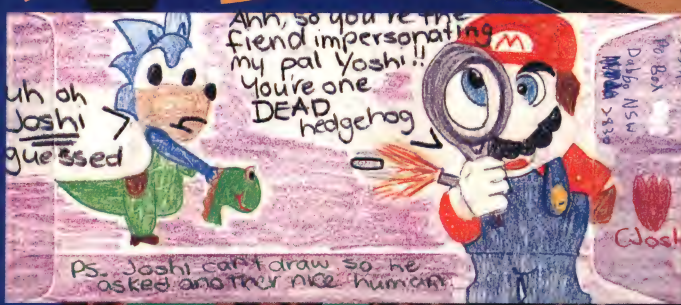
From Fuzz Parkwood, WA
P.S. I'm sorry I live in the same state as that fat sack of bloated protoplasm.
P.P.S. Anton, stop crying, you really need a girlfriend!!!
P.P.P.S. You obviously have no problem with people who give you crap for having no life.

Will the Ultra 64 be better than the Sega Saturn? Wash your mouth out right now! As you all should know by now, it's not how whizzbang the hardware is, it's not how many mbits there are in a cart, it's GAMEPLAY!!! You can have the most advanced hardware on the planet but if

the game's crap who cares?

DEAR FAT BOY

Who are you? What is your real name? Are Amos, Skull, Jane, Paul, Nick, Andy, Ben, Michael and Blake really your friends or do you pay them? Who



Joshi has a fix on the real story.

DEAR YOSHI AND JOSHI

Why have Joshi and I only been in one game? Yoshi has been hogging all the games with Mario in them, oh and Yoshi I just go to earth to get my copy of NMS, why don't you go I suppose you are scared?! By the way Fat Boy, why did your hopeless art droids draw me so Yoshi was kicking my nose and I'm actu-

ally happy about it?! Beware Yoshi I will get you! Mario did not raise you Yoshi, he barely even knew you until he saved you! Oh Fat Boy why are we all half asleep in the Yoshi poster? Why, Why? That's all I can think of now adios glorp! *Roshi the Red Cousin of Yoshi Dinosaurland Glorp!*

DEAR FAT BOY

This letter is to the really sad, sad person who was impersonating my most excellent cousin Yoshi in NMS #23. You

Boy, you hate pineapple pizza and Sega, so do I! Are we related? Anything, you buy for Super NES in NZ is a rip off - MKII is \$159.95 ex- rental! My mum buys me games when she goes to Aussie, which is hardly ever!

Do you play MKII in the arcade Fat Boy? Or are you so fat that your stomach gets in the way and you can't reach the joy stick because you think your arms are too short?

Luke Utting Wellington NZ

P.S. Print this letter or I will feed you pineapple pizza and lock you up with no pavlova sandwiches for eternity! P.P.S. Sorry about the threats, they were my friend's idea. P.P.P.S. That still doesn't mean I won't carry them out!

All these personal questions Luke: Amos, Skull etc. pay me for the privilege of my company and superior gaming knowledge. They also clean my executive fridge and the NMS Test Kitchens for me regularly and are pathetically grateful to be thus honoured.

DEAR FAT BOY AND MISGUIDED READERS OF NMS

My sincere apologies are strung out to all the NMS crew, especially Fat Boy, and to the vast population of NMS consumers. Last Friday, I was chatting with my bestest friend in the lobby of the Super Mario Hotel, the bestest hotel in town. (Free advertising Mario.) Sitting across from us was Jago and soon a friendly Koopa nonchalantly handed him the latest issue of NMS which happened to be issue 23.

Jago sat beside me. Looking at me with a sense of disgust Jago said, "Yo Toady Boy, since when did you start 'municating wit da outer world?" I replied, "Exsqueeze me, baking powder, I thought you said outer

loser! You obviously have no understanding of the state of affairs in Dinosaurland when Bowser took over! You could just read the instruction booklet of Super Mario World, but since you obviously don't have enough brain cells to own this game (or a Super NES for that matter), I will give you a little history lesson.

Mario, Luigi, the Princess and Yoshi were sunbaking on the beach south of Yoshi's house. Yoshi was ALREADY AN ADULT when this occurred, so you are wrong about Yoshi being raised by Mario and me being raised by Luigi. Mario and Luigi took a nap, and when they woke up, Yoshi and the Princess were gone. They set off to find them, and



Another day at the office for Fat Boy, carefully rendered by Andrew Unwey of Victoria.

world!" He then passed me the NMS, open to the Mailbag section.

The sad fact is folks the moron responsible for that letter is my reject, test-tube brother, and I feel great pity towards myself for having to be related to him.

If you share the same problem as my brother then you probably haven't figured out by now that I AM TOAD! I am the genuine article! No gimmicks, preservatives, additives, artificial flavouring, colouring, pineapple, MSG, emulsifier or sodium metabisulphate. So the story goes that my brother, Kain (Kain-Toad to be exact) exists in the shadow of his successful brother (ME!). As a result of the complexities of mental illness, he moonlights as my character in a disillusioned state of mind, to gain recognition.

At this period in time you are contemplating the authenticity of this letter, and thinking, "Whoa, this guy can talk some serious stuff!" Believe it or not, THIS IS 100% TOAD! Before I depart I must also apologise to the NMS printer, for wasting its ink resources on my brother's letter. Don't cry the cheque is in the mail! I didn't write this letter by hand because my hand was fractured when a psychotic posse of Kremlings bashed me, just north of Star Road. The motive for the attack was an upshot of my appearance in bloody Wario's Woods! That really hurts my image. Fat Boy, Ogre and Skull appear to me to be highly intellectual humanoids!

made gaming history.

I don't need to wait until my Hatchday or Christmas to get the new Nintendo systems, I've been guaranteed the fourth of each system to be made. (The first three are given to Mario, Luigi and Yoshi.) Under my contract I also get a copy of every game made by Nintendo (not made by other software houses that is for all you thickies out there) and a \$2,000,000 salary yearly plus bonuses for finding new games. So you go find some idiot who wants your impersonation skills. (Hah!)

Yours Superiorly

Cheers, and all the best!!!

Toad

(Copyright all rights reserved)
T.S. I've signed a two year contract with Nintendo for first class priority in the Ultra 64 software. Kain if you're reading this, you better get your @\$*&!% slimy butt back in its cage, it's feeding time... Fat Boy if you print this letter I'll send you a container full of chocolate chip cookies with extra choc chips covered in chocolate!!!!

Umm, yeah sure.

DEAR FAT BOY

I hope you don't mind, but I've made up a menu which you might like.

ENTREE
Crapdrive Chips
MAIN COURSE
Roast Hedgehog
Two Tails Soup
DESSERT
Pavlova Mountain
(eat while you climb)

Lill

P.S. Feel free to change anything, I'm only 11.

Hmmm... I like the sound of that



Very, very nice work from Jeremy Brown of Forbes, NSW.

Joshi
Star Road
Dinosaurland

P.S. I also got Comet Express to deliver

DEAR FAT BOY

I also think people who say 'Sega Sux' are geeky nerds. Sure Nintendo is better, but people who are so emotional about when Amos Wong reviews a Sega game on The Zone people call him a traitor. What geeks! It's so ridiculous. It's like saying who makes better albums: Nirvana or The Red Hot Chili Peppers. You can like both, saying anyone who doesn't mind Sega is a dickhead could be a young fascist! So it doesn't matter what company you like, it's just about fun!

Lastly, you should stop stealing cheats from other magazines, for example in Issue #23 the Mortal Kombat 2 cheats were discovered by an Anthony Warne who sent them into Hyper in their Issue #14.

Please make NMS better (more serious about gaming) and please print this letter or if you don't it means NMS will never become good again, just full of garbage.

Nat

Melbourne Vic

DEAR FAT BOY

My complaint: I am feeling ripped off. Why? Well here's why! That warp was mine. Yes, that warp for Donkey Kong Country was mine. I sent it in a good three weeks before you printed your part two of the guide for Donkey Kong Country with my tip in it. I don't even own Donkey Kong Country. I hired it overnight and found it within one hour of turning it on. I found it by accident, actually, and thought it was a sort of sub-stage. I played through the level and to my surprise found myself warped to Orangutang-Gang. I was overcome by surprise.

Maybe if I send this tip into NMS, I thought, maybe they will send me something for my skill (or luck as it was). Yes you remember opening an envelope with the words URGENT TIP INSIDE scrawled on it. The tip was written on piece of graph paper rather messily, an I apologise for this. I thought this would be a good tip to send in because NMS had not yet printed it, so I thought

pavlova mountain, please send me one so I can test its suitability...

DEAR JELLY BELLY

You're quite fat and did you know where apples are picked? What about peanuts then? No, I didn't think so. Anyway, I think you should devote a page or six to the drawings people send in. And I'd like to say that the Aardvark King is quite retarded. There's no

my issues of NMS overnight from now on just to annoy you!

DEAR FAT BOY

Hello, it's me Boshi the yellow cousin of Joshi and Yoshi. Those fools, I mean why is it? What I'm trying to say is all Yoshi does is eat and all Joshi does is fly. WOW. What do I do? I make earthquakes. But it's not fair Joshi and I need a little bit of sympathy. Also what about Goshi? (red Yoshi). I reckon you or Capcom should make a Dinosaur Tournament Fighters, where we get to

maybe that I was the first person in the state of SA, maybe even the first person in Australia to find it.

Then I waited anxiously to find out if I would receive anything. Then I came home one day and see the latest edition of NMS (Syndicate) on the table. I read through and found that not only did I receive nothing, but the NMS crew had tried to take all the credit for my tip as well!

Now you may try to tweak this letter and make me sound like a liar. But I hope you don't. What I want is to find out what happened, I'm not here to scream and shout and throw a tantrum, as this would get me nowhere. Please print this letter as my previous tips and letters have not been printed. And if you have to edit, please don't take out too much. I feel that the truth must be told.

Yours sincerely

Adam Barker

Redwood Park

P.S. The piece of paper with the tip on it had my name either stapled or stuck to it, but here it is again Adam Barker.

Okay, here's the definitive word on this. The magazine you pick up at the newsagent at the end of each month was actually put together and has left us six to eight weeks before it goes on sale. This means that all of you who complain that you, and you only are the only people who have found a particular cheat are wrong! When a new game like DKC, MKII, SSFII or NBA Jam TE is released we find ourselves under a deluge of cheats and tips for it! However in most instances we have already found all of them already 'cause we've had the cart for a while before it goes on sale. If someone comes up with a new cheat which we haven't let you know about and if yours is the first one we open then you are the one who we credit it with. So no more whingeing phone calls or letters please!

such thing as white and black squishees. No siree, I know the legendary Prassard himself and he's told me all there is to know about the Kwik-E-Mart and how to make your own paper mache Buddha. HAIL THE QUIK-E-MART!
Dahlsimsalabim Harapongo
Riding an elephant, Victoria

No doubt we'll be hearing from Mr Prassard himself on this subject too.

kick Noshi's little stuck up butt.
To all my little dino buddies (except Yoshi), I'll meet you at the big star in the middle. I will enclose some ideas for DIF. Bye bye.
Boshi
Shortest Stage in Star World
P.S. Hi Joshi and Goshi and not Yoshi.
P.P.S. Yoshi you're finished, finished, FINISHED, ha, ha, ha.

Why all you dinosaurs can't get it together to phone each other rather than communicating care of us is beyond me! But a Dinosaur Tournament Fighters could be interesting...



Welcome back troops! It's been a busy month here at Skull Central, nerve centre of my Earth-based operations. I've been doing a lot of punishing, promoting and partying, and to recover I am thinking of spending winter on Venus. Should be quite nice this time of the year, although I may have to have it towed into an orbit slightly further away from the sun. Can't be too careful about those UV rays, you know. I'll want some light reading while I'm being pampered by willing slaves, so keep sending me mail at the usual address, it'll get shuttled to Venus from there. The usual address: PO Box A305, Sydney South, NSW 2000.

Q 1. Do you like your job?
2. Do you get along with the whole NMS crew?
3. Is the pay reasonable?
4. Was it easy to get this job? What qualifications did you need?
5. Why does everyone like Mario? I reckon he sux. Megaman was a better game, even on the NES.
6. How are you supposed to say Trielle? Is it tree-elle, or my favourite for obvious reasons, fly-elle?
— Angus Ramsay
Burleigh Heads Qld

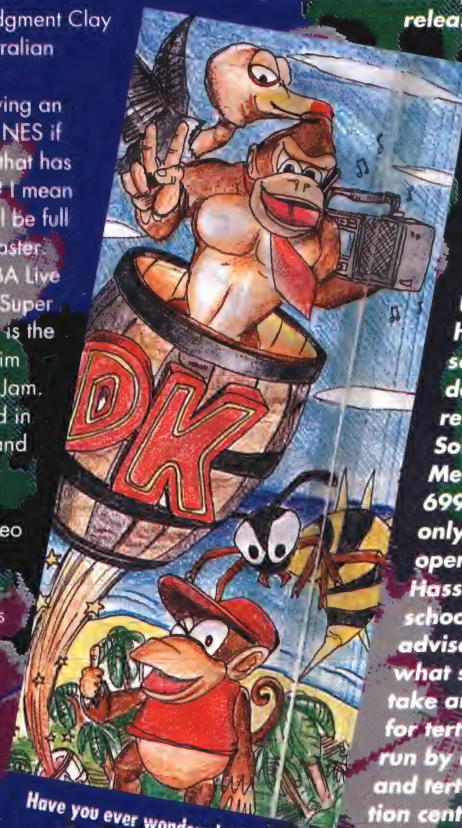
A Skull: 1. I have many jobs, not the least of which is answering the delightful questions of NMS readers. My favourite job, however, was serving as mediator between two warring planets in a neighbouring galaxy. My solution to their thousand year old war was to per-

sonally massacre both armies, thus giving them nothing to fight with!
2. Morons! Pathetic morons, living on my planet breathing my precious air!
3. I do not receive a regular payment as such, I get a commission for every head I sever.
4. Skull does not require qualifications!
5. Mario sux? I do not believe I

just read that!

6. That is the saddest question in the saddest letter I've seen in ages! Don't expect me to answer any of your letters ever again.

Q Dear Skull Almighty, Ruler of Earth and its Astral Planes,
1. It's me again, how did you like the pictures I sent you?
2. Have you seen the arcade X-Men beat 'em up by Capcom? I tell ya, this game is hot! So when will it wind up on the Super NES?
3. When will Judgment Clay come to the Australian Super NES?
4. Is it worth buying an American Super NES if you've got a TV that has NTSC playback? I mean Street Fighter will be full screen and run faster.
5. When will NBA Live '95 come to the Super NES? I believe it is the best basketball sim apart from NBA Jam.
6. I am interested in graphic design and was wondering how I would get started in the video game industry.
7. Will the excellent Dark Stalkers come out on the Super NES or Ultra 64?
8. What happened to the Capcom game Warriors Of Fate?
9. Can I get a job as an artist on NMS?
10. How about a permanent reader's art section?
— The Grim Reaper,
Aldrich Quai Hoi,
Albury, NSW



Have you ever wondered why Diddy wears a shirt but not pants?

appeared on the latest release schedule. Not a good sign. But not a great loss, either, as the gameplay is still pretty lame and Blue Suede Goo is gone!
4. Yes, it's the only way to see and play games as the designers intended them to be, ie. full screen and full speed. Street Fighter II (all versions), however, still has small black borders, although it does run faster and the fighters don't look squashed.
5. Metro Games apparently released it in

February, even though they previously said otherwise.
6. Ideally you would move to the UK where hundreds of software developers reside, as Beam Software in Melbourne (03 699 6155) is the only game developer in Australia. Hassle your school careers advisor for info on what subjects to take and look out for tertiary courses run by universities and tertiary education centres.

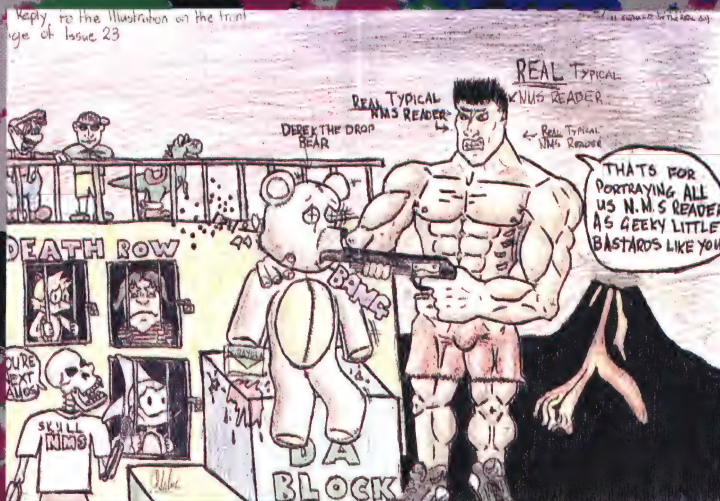
7. A Super NES conversion is a possibility so stay tuned to the NMS news section for further updates.

8. Hmmm... Warriors Of Fate didn't particularly strike me as being a great game. In fact I thought it was rather crap. I think it's out in Japan and the US, but it hasn't been released here.

9. Everyone who wants a job at NMS should send their applications to: "Hey Mary, you can chuck this in the round filing cabinet without even opening it!" at the usual address.
10. We'll put reader's art in when we get enough really good stuff.

Q Hey, Sideshow Skull. Answer these for your old pal KC.

1. Where's my Stunt Race Master Class guide? Not that I need it. I was checking out your 'best' race times and well... they're crap.
2. Ditto above for the guide to game stores. Except the fastest times bit. Obviously.



Welcome to Skull's court of petty sessions, where all accused are executed!
The court room artist was Richard Lalich.

A Skull: 1. As you can see, I have given them prime position in these privileged pages. Most excellent!
2. Damn good it is, and finally a game X-Men fans can be proud of. I don't fancy its chances of appearing on the Super NES though.
3. Hmmm... Metro Games distributed Ocean's Clay Fighter, but the sequel hasn't

3. Where are my EA '95 games?

4. I know you're tired of it, but please say something - anything - about a cricket game on the Super NES. I'm still playing piss-poor International Cricket on my now mouldy NES.

5. Any sequels to Secret Of Mana planned?

6. What's a good multi-player game, apart from Bomberman, NBA Jam, Mana, Micro Machines and Madden, NHL and the like?

8. Where's question seven?

— Krusty (Go the Reds!), Tijuana, Mex (The Krustiest place on Earth)

A Skull: 1. Quit whingeing. If your times are so hot, why didn't you include a photo of them?

2. Done.

3. Have you looked under your bed?

4. Okay, I'll say something about a cricket game on the Super NES. "A cricket game is desperately needed for the Super NES". You can quote me on that.

5. Yes. Should be out in Japan by the end of the year and translated for the US (and, hopefully, Australia) soon after.

6. You just listed the best.

8. Here it is: 7. Should I shape up or ship out? Skull: Shape up.

Q Dear Skull, My previous letters have not been printed so here is \$1.00 to motivate you to answer these questions.

1. We all know that copying games is illegal, but is taping the music from a game also illegal? I love the Megaman X soundtrack and would love to put it on tape to listen to all the time.

2. Are there any Megaman X comics?
— Adam Barker, Redwood Park, SA

A Skull: Mmmm... Motivation!

Skull my man! How is ya? I, myself that is, am fine if you accept the fact that I have recently misplaced my left eyeball. I read your spittle in the ish with Yoshi on the cover, good call. Anyways, I am writing to tell you that you left a dollar coin on a park seat down the road a few days ago so me, being the kind lil' dude I am, am returning it rather than spending it on some stoopid lolly that's likely to rot what few teeth I have left away, and give me some incurable disease while it is at it. Here's ye buck, mate. Oh, I got a letter from a guy in, er, where was it? Oh, Wales a few days ago, says he knows your mother. I dunno, I doubt if he saw her that he'd be alive to write, she has killed quite a few people, like that fella they never found the body of, who was it? Oh yeah, Holt.

Anyway, I gotta go, my mongrel dog seems to want my femur for a snack, must go. Down boy! Er, go fetch the, um, news... No, the, NO!!! Not the telly remote! Oh no, now I won't be able to watch Ren & Stimpy! Darn dog, he set it on SBS and eaten me remote!! I swear I'll kill that mutt...

Anyways, thanks fer ya royal time, gotta get back to life, er sorry, afterlife, so look after yaself and be sure to polish the back of your skull. You know how your mum hated that dark spot.

— Cranium (Fellow skeleton), PO Box 666 Skull Land, Fourth District of Hell

P.S. Please find the lil' skull enclosed. I found him in a bargain bazaar down the road, I thought you'd like him. His name is <*>, named after me dear next door neighbour, <*>.

<*> - Skull Security Warning: Information Classified.
Viewing restricted to Level A security clearance personnel only.

Skull: Excellent work! Your diligence and loyalty has been noted and you are hereby promoted to the rank of Colonel. Welcome aboard, Colonel Cranium! Sorry about the eyeball old chap, but don't worry, a new left eyeball is being prepared for you in the underground laboratories of Skull Corp. You are ordered to contact Skull Central with the coordinates of your terran delivery zone immediately! Over and out.

1. Technically, yes, it is illegal. The soundtrack is owned by Capcom, and it might be available on CD, but it may be rather difficult to track down as it would only be for sale in Japan.

2. A Megaman X manga strip was recently serialised in a Japanese Nintendo mag, but I don't imagine that it will ever appear in English.

Q I am writing in to you to complain about the standard of games in this country. Why can't companies

take some time to make some decent games? Film licences are almost always crap platformers with little or no originality. Sequels are often old

games with new names and little change, Street Fighter II and the Madden series are prime examples. Drudging up ancient titles - who wants to play souped up Atari games anyway?

The only company free from criticism is Nintendo itself. Its own games always feature excellent gameplay and refreshing original ideas.

My question is this: When will any more RPGs be released in Australia and which ones?

— Peter and David Malicki, Turramurra, NSW

A Skull: You are quite right. With few exceptions, today's crop of games is stale, unoriginal and sometimes downright shoddy. There are at least a dozen games I can think of off the top of my skull which should never have been released, but finding an original game with good gameplay is a difficult task, indeed. Fortunately there are a few companies, like Nintendo and Konami, which actually seem to put a little effort into making good games so all hope is not lost. RPGs?

Nintendo will be releasing all Squaresoft titles which get translated into English and hopefully other distributors will follow suit.

Q 1. Can you copy games from Super NES to PC? If so, how?
2. Is the Ultra 64 worth \$400?
3. How much will the software for it cost?
4. Do you think Doom 2 will and should come out on the Ultra 64?
5. Which controller do you recommend for the Super NES?
6. Are there any secrets for MKII that allow you to drain the other player's energy completely?

— Kiel Baxter, Paeroa, NZ

A Skull: 1. Yes, you can. How to do so, however, is classified information to which you do not have access, creep.
2. Yes, but AUS\$400 is just a guess based on the US\$250 price tag predicted by Nintendo. Considering that the Play Station and Saturn will cost at least AUS\$600 and won't be released until the end of the year anyway, the Ultra 64 looks like it will clean up!
3. I have absolutely no idea at the moment as Nintendo hasn't disclosed exactly what will sort of silicon will be in their massive cartridges.
4. You haven't been paying attention. If you had, you would know that there is a new version of Doom being developed exclusively for the Ultra 64.
5. The original Super NES control pad is by far the best.
6. Yes, it was in the tips section a few months ago. I suppose you want me to tell you what it is. On the player selection screen quickly press Down, Up, Right, Up, Left.

Q To The Almighty Skull, Yesterday I chopped a dead rubber chicken to pieces, stuck it where the sun never shines on a certain blue hedgehog, bit the hedgehog's head off and spat it into a pool of acid. P.S. Why are people so unkind?
— Dr KraZz

A Skull: Good work! P.S. They know not the error of their ways, but they will soon regret their foolishness.



Bison and Cammy share a warm and tender moment, thanks to the ever reliable Aldrich.

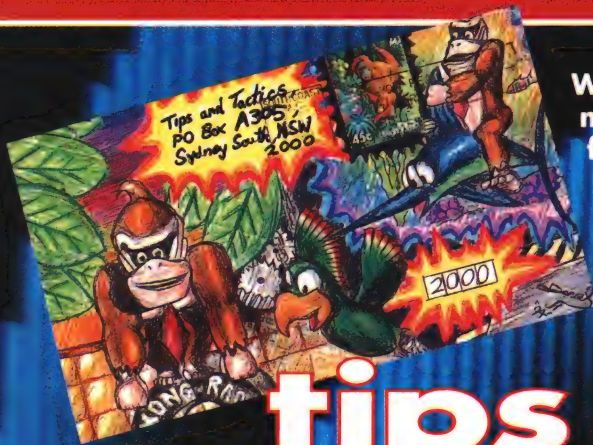
PSSST!

THE MORTAL KOMBAT
TOURNAMENT EDITION
COMIC IS COMING
SOON!

J'M LEE'S
WILDCATS
COVERT-ACTION-TEAMS



AT YOUR LOCAL NEWSAGENT EVERY MONTH!



We're getting a bit tired of coming up with words to fill this space every month, so we've decided to take the easy way out and get you to do it for us. Yep, it's reader art time again and we want you to send us your tips in beautifully designed envelopes. Here's an offering by Daniel Halldorisson of Wollongong to give you inspiration. Make sure our address is clear and easy to read. That address is: PO Box A305, Sydney South, NSW 2000. Everyone whose tips appear will get a comic (as long as you include your address) and so will the person whose envelope art appears. Well, what are you waiting for? Do it now!

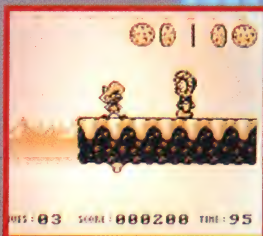
tips & tactics

GAME BOY

SPEEDY GONZALES

LEVEL CODES:

These are from Lee Harris of Walloon in Qld.
 Level 2: **500999**
 Level 3: **343003**
 Level 4: **830637**
 Level 5: **812171**
 Level 6: **522472**



ADVENTURE ISLAND

LEVEL SELECT:

More handy cheats from Lee.

Up, Down, Up, Down, Right, Left, Right, Left, A, B, A, B.

MERCENARY FORCE

EXTRA MONEY: On the title screen press **Up, Select, A, B** simultaneously and you will start with 50,000 yen.

NES

MARBLE MADNESS

EXTRA TIME: Yep, it's from Leonard.

Select a two player game and when you finish the level you will be awarded extra time in the next stage.

THE LAST NINJA

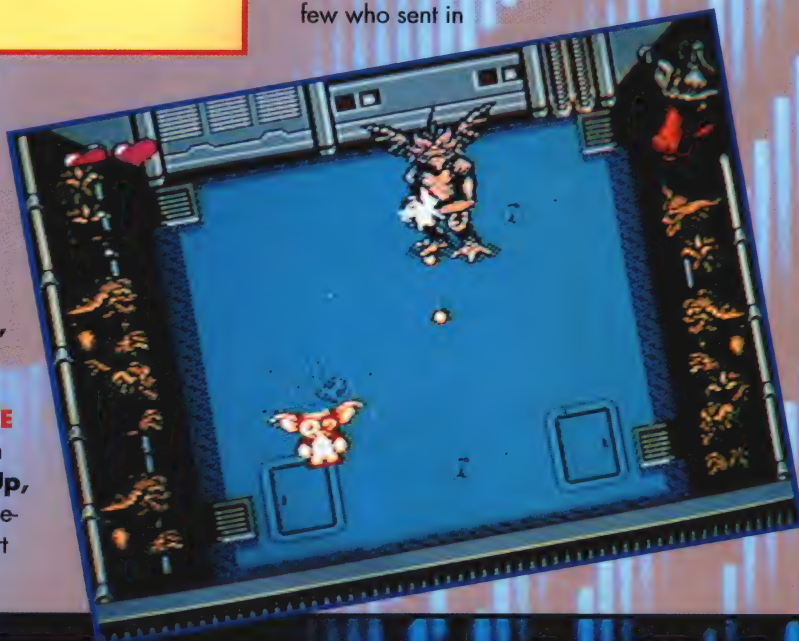
INVINCIBILITY: More codes from Leonard. To become invincible, go to the password screen and enter **H** in all spaces except for the fourth to last, which should be **O**.

LITTLE NEMO

STAGE SELECT: More codes from Leonard. On the title screen press **Up, Select, Left, Right, A, A, B**. Dream Select will now appear, choose your stage with the **A** button and press **Start** to go there.

GREMLINS 2

PASSCODES: George Kyron of Churchlands in WA was one of few who sent in



NES tips, and here are his Gremlins 2 codes.

1-1: **GBQK**
 1-2: **BVKF**
 2-1: **DXNH**
 2-2: **CGMW**
 3-1: **NJTD**
 3-2: **ZFPJ**
 4-1: **SHMC**
 4-2: **VLBB**
 5-1: **NXRD**

MEGAMAN 2

CHICKENS: Leonard Haigh has pages of NES tips to share with us all, and here is an odd one for Megaman 2. During the round select, hold down **A** and **B** while you press **START** to go to the chosen boss. When it appears on screen and does its little dance, it will be standing in a screen full of chickens instead of stars!

LEVEL CODES:

AIRMAN - **A1, B5, C3, C4, C5, E1, E2, E3, E4.**
 BUBBLEMAN - **A1, B2, B5, C3, C4, E1, E2, E3, E4.**
 QUICKMAN - **A1, B2, B5, C3, C4, E2, E3, E4, E5.**
 HEARTMAN - **A1, B2, C3, C4, D3, E2, E3, E4, E5.**
 WOODMAN - **A1, B2, C4, D1, D3, E2, E3, E4, E5.**
 METALMAN - **A2, B1, B3, C1, C4, C5, E3, E4, E5.**
 FLASHMAN - **A1, B2, B4, C1, D1, D3, E2, E3, E5.**
 CLASHMAN - **A1, B2, B4, C1, D1, D3, E2, E3, E5.**
 DR WILY - **A1, B2, B4, C1, C5, D1, E3, E5.**

LOW G MAN

LEVEL CODES: Leonard sent these in too.

Level 1.1 - **JPN1**
 Level 1.2 - **386U**
 Level 2.1 - **M1CH**
 Level 2.2 - **3100**
 Level 2.3 - **M052**

NINTENDO HELP SYSTEM

Level 3.1 - **FLLF**
 Level 3.2 - **HU10**
 Level 3.3 - **8OMB**
 Level 4.1 - **SCRD**
 Level 4.2 - **LV12**
 Level 5.1 - **SON8**
 Level 5.2 - **5VLB**
 Level 5.3 - **SGJK**
 Start with eight lives - **LOBB**
 Increased weapons - **SHOT**
 Secret stage train - **AMAN**
 Secret stage hovercraft - **NAKA**

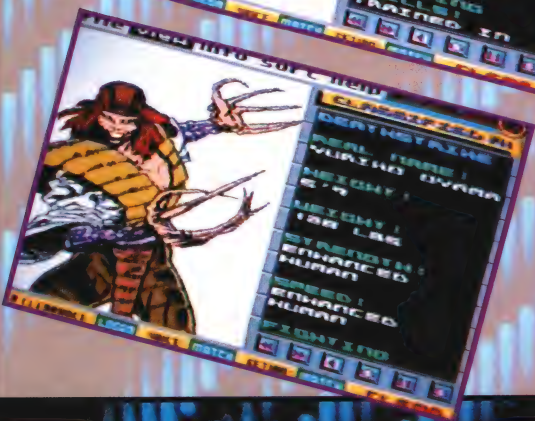
SUPER NES

SYNDICATE

PASSCODE: The self proclaimed "Game Master", Michael Farran of Canberra, sent us the passcode for the final area of this fantastic game. Your agents will all have version 3 modifications and all weapons have been researched fully. **DZBZB727PTC**.

WOLVERINE: ADAMANTIUM RAGE

PASSCODES: Michael Digney of Samson, WA, was the first to send us a complete list of codes for the Wolverine game, and for that he may have a comic.



Level 1 - **Ice-Man, Storm, Psylocke, Storm**
 Level 2 - **Psylocke, Cyclops, Storm, Ice-Man**
 Level 3 - **Prof. X, Colossus, Psylocke, Psylocke**
 Level 4 - **Bishop, Bishop, Colossus, Storm**
 Level 5 - **Ice-Man, Cyclops, Psylocke, Colossus**
 Level 6 - **Colossus, Prof. X, Psylocke, Ice-Man**
 Level 7 - **Prof. X, Storm, Ice-Man, Psylocke**
 Level 8 - **Nightcrawler, Colossus, Storm, Psylocke**
 Level 9 - **Colossus, Nightcrawler, Cyclops, Storm**

POWER RANGERS

CODES: Wade and Troy Dunnet offer these special fight codes for two players.
 Fight 1 - **0411**
 Fight 2 - **1007**
 Fight 3 - **1212**

SUPER RETURN OF THE JEDI

BONUS ROOM: There are heaps of hidden bonuses in this massive platformer, and Casey Millwood of Wyee has brought to our attention a particularly tasty one found by the Sail Barge. On the fourth level in front of the Sail Barge there is an Ar Too save point. Save here and jump up the pole for three hearts. Not enough? Then jump again and you'll find a level with two extra lives, a health sword and/or a thermal detonator or score bonus.

FATAL FURY 2

LAST STRENGTH ATTACKS: Wing-Yan Louey of Matraville in NSW shows how to control your fury for a last second victory. These moves can only be done when you character's energy bar is flashing red.

D = Down, DB = Down/back, B = Back, F = Foward, FD = Foward/down

Terry Bogard - **D, DB, B, DB, F, X+B**

Andy Bogard - **D (hold 3 secs), DF, F,**



B+A

Joe Higashi - **F, B, DB, D, DF, X+B**

Kim Kaphwan - **D, DB, B, DB, F, B+A**

Big Bear - **F, DF, D, DB, F, B+X**

Jubei Yamada - **DB (hold 3 secs), D, DF, X+B**

Cheng Sin Zan - **DB (hold 3 secs), D, F, B+Y**

Mai Shiranui - **F, DB, F, X+B**

MORTAL KOMBAT II

COMBOS: Simon Bartholomeusz of Brighton in Victoria likes using these combos to inflict maximum pain upon his opponents.

Kung Lao:

Step 1. Jump straight up and meet an opponent in mid-air

with a kick.

Step 2. Immediately do an air kick (press **DOWN** and **HK** while still in air) to nail them before they land.

Reptile: Step 1. Do a powerball and move towards your opponent.

Step 2. After they get hit by the powerball attack them with a mid-air kick.

Step 3.

When you land immediately execute a slide to hit them as they come down.

Liu Kang: Step 1.

Cross up your opponent with a deep kick while charging the bicycle kick.

Step 2. Unleash the bicycle kick as soon as you land.

Jax: Step 1. Jump in with a deep kick as you start the energy wave motion.

Step 2. Land and throw the energy wave.

Kitana: Step 1. When your opponent is in





the corner use the fan lift.

Step 2. Jump towards them and kick while starting the taps for the fan throw.

Step 3. Do the fan throw while still in the air.

Step 4. Land and uppercut them before they reach the ground.

Mileena: Step 1. Jump and meet the opponent in mid-air with a kick as you charge up the sai throw.

Step 2. Release the sai while still in the air.

Scorpion: Step 1. Jump in with a deep kick as you start tapping back for the spear.

Step 2. Throw the spear as you land.

Step 3. Blast them with an uppercut.

Raiden: Step 1. Meet the opponent with a kick as you start the torpedo tap.

Step 2. Release the torpedo.

Baraka: Step 1. When your opponent jumps in, do a standing high punch and start the blade spark motion.

Step 2. Immediately execute the blade spark.

Shang Tsung: Step 1. When the opponent jumps at you counter with a high punch and start warming up a fireball move.

Step 2. Unleash the flaming skulls!

Sub-Zero: Step 1. Jump in with a deep kick.

Step 2. Then take them out with a slide.

EARTHWORM JIM

LEVEL SELECT: The early bird may catch the worm, but not if the worm skips levels!

Pause the game and press **A**,

B, X, A, X+A,

X+B,

Shiny programmers, pause the game and press **Y, A, B, B, A, Y, A, B** then **Start**.

SUPER BOMBERMAN 2

CHANGE COLOUR: In the battle mode game, while in the Com/Man/Off selection screen, press **Select** to change the colour of your Bomberman. From Krusty, Tijuana, Mex.

MICHAEL JORDAN CHAOS

LEVEL CODES: WHTSGTRD04N Richard McLaughlin of Mount Gambier in South Australia sent us this all-conquering password which gives you access to all levels and starts you with 28 lives. Richard didn't find this code himself, his dad did! Not to be left out, Ian Robinson of Hazelwood in Victoria also sent in a code. It gives you 49 lives and starts you at the lab. This is it: **BGWSTX64351**

PILOTWINGS

LEVEL CODES: An oldie but a goodie, Pilotwings is still the best flight sim on the Super NES. Kelly Lloyd of New Zealand seems to agree, for she sent us a beautifully printed list of level codes.

Level 2 - **985206**

Level 3 - **394391**



THIS IS THE OLD CHEAT CODE

Level 4 - **520771**

Level 5 - **400718**

Level 6 - **773224**

Level 7 - **165411**

Level 8 - **760357**

Secret Command 1 - **108048**

Secret Command 2 - **882943**

X+B, X+A

and Jim will be transported to the next level!

FUNNY FACES: To see the faces of the

REN & STIMPY TIME WARP

SUPER TEAM ATTACKS: Steve Neal of Kotara Sth in NSW sent in these tips.

Stimpy - Fart Attack: Hold down **Y** until Stimpy's nose is solid red, then make Ren stand close behind him. Release and watch the effects of Stimpy's fart on Ren!

Ren - Nose Pull Attack: Hold **Y** until Ren's eyes are glowing red then stand right next to Stimpy. Release and Ren pulls Stimpy's nose out like a balloon then snaps it back to send Stimpy bouncing off everything.

ACTION R>E>P>L>A-Y CODES

GAME BOY ACTION REPLAY CODES

MORTAL KOMBAT

Codes from Lee Harris.

081F 95D6 - Unlimited energy for player one.

0306 1DD6 - Play as Goro.

0307 1DD6 - Play as Shang Tsung.

TURRICAN

0103 04C5 - Infinite power lines.

0103 C3C5 - Infinite buzzsaws.

0103 A9FF - Infinite continues.

ROBOCOP 2

0204 83C0 - Infinite lives.

SUPER MARIO LAND

0C02 B5FF - Mario has permanent fireballs.

0C00 01D1 - Freezes enemies.

SUPER NES ACTION REPLAY CODES

DESERT STRIKE

01E5 9CDD - Unlimited ammo.

0189 BBAD -

Infinite lives.

0187 EBAD - Unlimited fuel.

00E6 AE01 - Rapid fire chain gun.

00E6 B264 - Guns more powerful.

00E6 D064 - Hydras more powerful.

00E6 D204 - Missiles fly faster.

00E6 F004 - Hydras fly faster.

00E6 EEFA - Missiles more powerful.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

7E59 4E04 - Infinite fireballs.

7E59 4807 - Infinite returning balls.

7E59 5002 - Infinite golden balls.

7E59 4C05 - Infinite purple balls.

7E59 4A03 - Infinite grey balls.

7E59 5202 - Infinite black balls.

7E14 2704 - Infinite lives.

7E14 1E05 -

Infinite energy. From The Iceman.

SUPER STREET FIGHTER II

7E00 5014 - Speed equivalent to ten star turbo. From The Iceman.

MAXIMUM CARNAGE

7E09 9002 - Infinite lives. From The Iceman.

HUMANS

7E01 0B0A - Infinite Humans. From The Iceman.

KING OF THE DRAGONS

7E0B EC03 - Infinite lives for player one.

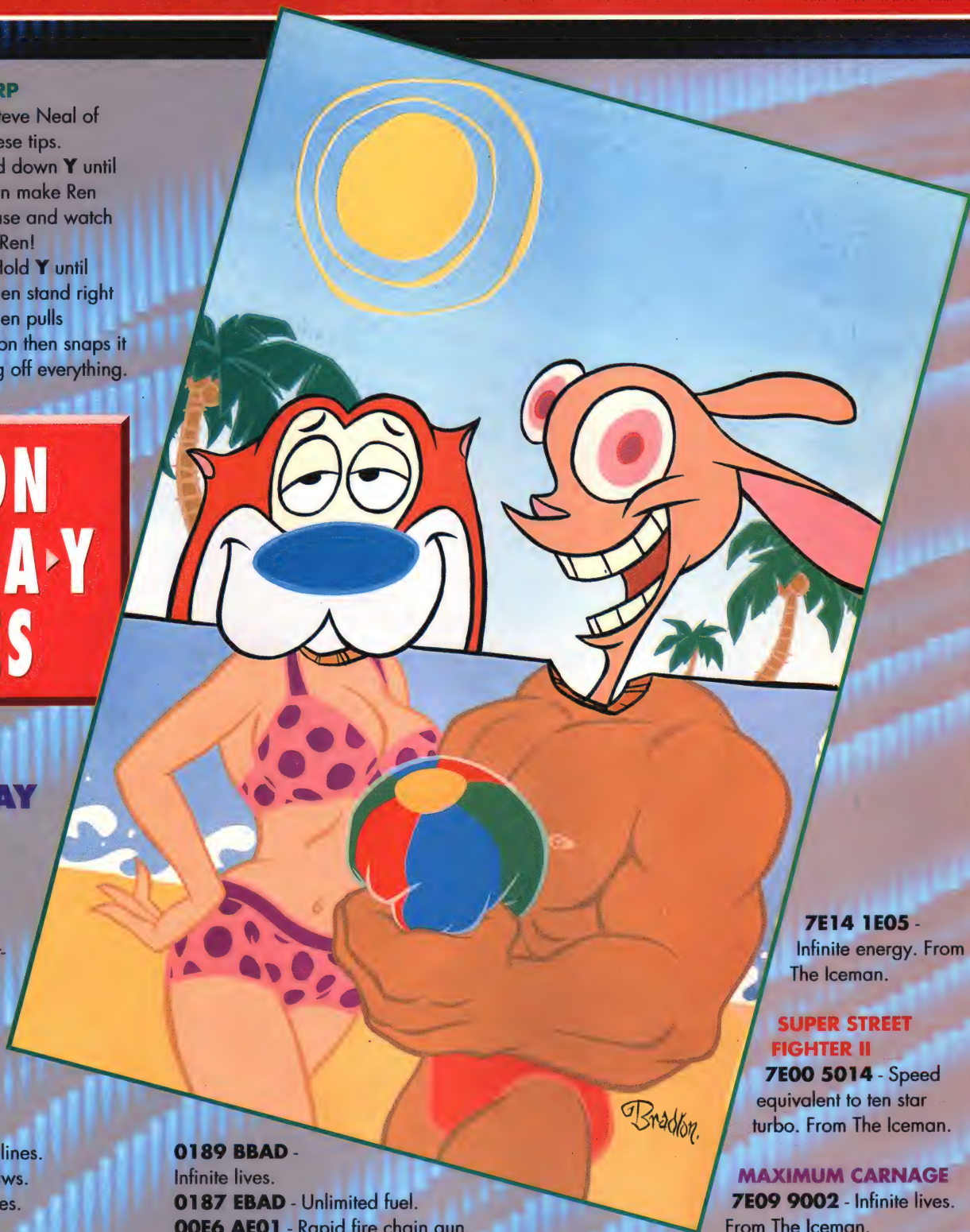
7E0C EC03 - Infinite lives for player two.

7E0B 9818 - Infinite energy for player one.

7E0C 9818 - Infinite energy for player two. From The Iceman.

MICRO MACHINES

7E03 2302 - Infinite lives. From The Iceman.



Dear Dr. Stupid,
I was a chihuahua in
a past life. Which
comic should I buy
every month?
Worried
Sydney, Australia

Dear Worried,
The Ren & Stimpy Show
comics, of course.



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(06) 879 7252 (be nice to him, his
daughter's a world Karate champion!)

* Membership's 40 bucks Australian per year
(that's around 80c a week for all you techno-heads)

THE MOST MONSTROUS PL UNNATURAL I

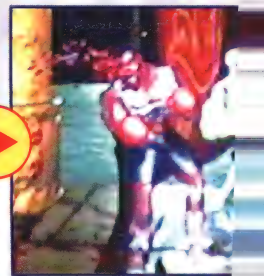
THERE IS ONE BEAT 'EM UP THAT IS MORE BLOODTHIRSTY, MORE SAVAGE, HAS MORE SPECIAL MOVES AND A HOST OF INCREDIBLE CHARACTERS. THE NAME OF THIS GAME IS KILLER INSTINCT. IT'S IN THE ARCADES NOW AND IS COMING TO THE ULTRA 64 THIS AUTUMN. THIS IS THE NMS PLAYER'S GUIDE. IT'S A MONSTER...

Killer Instinct is one savage coin-op. Though still undergoing rigorous play-testing, the code is still subject to modification and those machines currently baring their teeth around the world are pulling crowds with ease. So, concerned over the performance of their debut coin-op, programmers Rare are gathering research so, that based on their findings, they can make Killer Instinct rank among the best beat 'em ups in the arcades. Presently the characters' strengths and weaknesses still require some evening out in relation to one another - Spinal and TJ are too powerful while Chief Thunder and Jago have some problems but the hardy skeleton is truly awesome. However a technically superior fighting game is already firmly in place. With a past record of administering innovative twists to existing formulas, it's no surprise to discover Rare enhancing their baby's appeal with smouldering hidden extras. It looks amazing, of course, but without features of the kind we are about to highlight for you here it would hold little interest for players content with Street Fighter and Mortal Kombat. Let's not waste anymore time here. This eight page feature is more than just an excuse for the showcase Killer Instinct deserves; it's an accelerator for your knowledge of the game - boosting it from innocent to savage in a few simple stages.

(BELOW) As TJ takes his time working out his strategy, his opponent — Glacius — 'Liquidizes' into the floor and reappears behind the incredulous boxer. It's a simple but effective tactic.



(ABOVE) Here Glacius Liquidizes three times, in each case rising out of it with an almighty uppercut. This is a great way to round off an extended combo.



BASIC INSTINCT

Don't worry, we're not about to bore you witless with details on every character's individual moves; they're reasonably easy to fathom out for yourself. A couple of things worth bearing in mind though are the types of simple but effective combinations of moves that work almost without trying.

These miniature combos are unique to Killer Instinct and, at first, it appears the fighters are performing techniques at random. Far from it! All fighters boast individual, but nonetheless unchanging, routines whenever a key sequence of buttons is used, so long as the first attack comes from the air. The official Nintendo magazine in America, Nintendo Power, calls these moves "auto-seconds". We would have too, had they not beaten us to it!

There's just one more thing to remember when trying for these techniques, and that is there is a definite rule governing which two buttons charge these combo set-ups. To help you understand we've drawn up this simple diagram.

BUTTON CHAINING

1 & 4 ARE QUICK
2 & 5 ARE MEDIUM
3 & 6 ARE FIERCE



As you can see, the Medium and Fierce buttons on the top row are diagonally linked with the Fierce and Medium ones below. Basically what this shows is that a Medium High is only followed by a Fierce Low, or vice versa. Otherwise the trick doesn't work — e.g. Jago's bonus kicks are awarded by leaping in with a Fierce High and following it immediately with a Medium Low. Also notice that the Quick buttons are isolated, so are only used in combination with each other — e.g. Riptor slashes to the face a few times after only pressing Quick Low then Quick High. Got it?

ER'S GUIDE IN EXISTENCE!! ORN KILLERS

HIDDEN POWER

A special move, say Glacius' Ice lance, proves only so good when used in isolation. Included in a traditional, Street Fighter II style combo it becomes even more useful — especially where it prevents the opponent from retaliating with something of their own, as in Street Fighter where Guile's Sonic Boom is followed by a back-fist. In Killer Instinct specialities are given even more chance to excel, as mixing them into combos that employ auto-second techniques increases not just their effectiveness at close range but their power. The same is true by linking special moves to others, as demonstrated by TJ Combo when he makes the transition from his tumbling Roller coaster to a Knee K.O. mid-way through his onslaught. Instead of just one hit, the Knee KO scores multiple points because of the close range. In the main, though, transition moves are best used to dummy opponents into doing something foolish.



(ABOVE) A Shock Wave fails to connect with TJ, leaving Glacius wide open to retaliation. A swift knock to the head — a move unique to Killer Instinct — is an ideal opener for TJ to return the favour.



(ABOVE LEFT) Oomph! Riptor's huge chest area is an easy target for Glacius to place his Cold Shoulder.

(ABOVE RIGHT) Should his fighting career melt, Glacius has a great career lined up as a barber with that Ice Lance of his! A little more off the sides please.



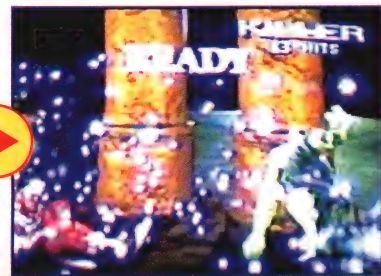
(BELOW) Glacius again! This time scoring an Ultra combo against Fulgore. By charging — powering-up — moves as others take effect, performing Ultra combos fast becomes second nature. Timing is the key.



GLACIUS



Ever been hit in the face by a block of ice? It smarts! Watching Glacius transform himself into every conceivable pugilistic device is a whince-inducing experience. He's able to confuse the heck out of other fighters by Liquidizing into the floor in front of, then reappearing behind them.



UNNATURAL BORN KILLERS

SET THEM FREE

As we said when we reviewed the game a couple of issues ago, there are special attacks in Killer Instinct that are drawn out of characters by the release of a button. Though this strategic element is present in Street Fighter II, the way the charge/release buttons are used in Killer Instinct is very different. Known as shadow moves, these techniques almost triple a fighter's strength!



CUTTING THE SCRAP

To gain this power a fighter must first of all earn it. This is done by accomplishing a carefully timed, albeit spur of the moment retaliation that cuts through an opponent's combo routine. If successful the word BREAKER appears on screen and the booming voice of the machine shouts: "COMBO BREAKER!". As you might expect every character requires his, her or it's own Combo Breaking combination of button presses and joystick twiddling: Orchid's Flick Flak when Fierce Low is used, Glacius' Cold Shoulder with Fierce High and Sabrewulf's Sabrespin using Medium Low ought to see you right for a while.



(ABOVE) Shadow Move Comparison

TJ Combo's Powerline is performed like this: charge Back (approx. 2 secs.), Towards plus Fierce High.

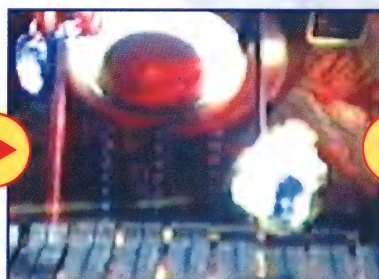
To transform this same move into a Shadow attack: Press and hold Fierce High, charge Back (approx. 2 secs.) then Towards while releasing the button.

ME AND MY SHADOW

Now to business. As Shadow Moves enhance one or more of a fighter's special techniques, finding the relevant button and its associated joystick combinations is a simple process of elimination. Orchid's Fire Cat is performed using the usual back, forward manoeuvre except the Shadow Move is charged using the Fierce High button which is pressed before the action instead of afterwards.

SPINAL

To look at, he is nothing, but Spinal's technique knows no bounds. They don't get any meaner and certainly no leaner than this guy who, it is accepted, is unrivalled in the Ultratech Contest. In fact some say he's just too powerful.



(ABOVE) Footage of Spinal is shown here, demonstrating the undead's uncanny ability to vanish out of harm's way.

(ABOVE) Having reappeared Spinal's Soulsword comes into play! Next month we'll tell you how he can morph into the form of other characters.



(ABOVE) By absorbing attacks through his shield, Spinal is able to store up to five fireballs; depicted as skulls that circle his body. Any more and he self destructs!

(ABOVE) Another fireball is unleashed, but Spinal is quick to defend himself against Riptor's lashing tail. Damn — another one to off-load.



SPAWN

Welcome to Hell
(at your newsagent now!)



McFARLANE
CLIFF

THE MOST MONSTROUS PL UNNATURAL I

CHIEF THUNDER



Though powerful and frightening to watch, the Chief is inhibited by his bulk and advancing years. In the hands of an expert he is mightily impressive, especially should he catch an opponent off guard with anything from a Monster through to Killer or Ultra combo. Specials used outside of combos leave him wide open though.



(TOP) A scorching example of Chief Thunder's Ultimate combo.

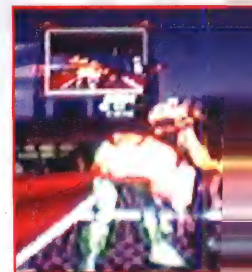
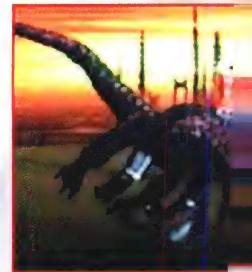
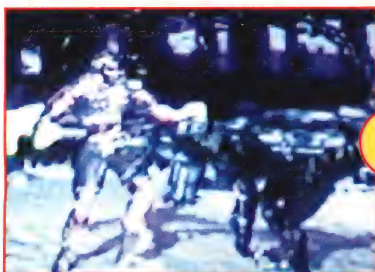
(BELOW) SPLAT! Riptor's absolutely the last person in the world you'd want to kiss! Poor TJ gets soaked in bile as Riptor shows No Mercy!

RIPTOR



At best Riptor is a baffling foe, his body being the least humanoid in the competition. Swipes of his lengthy tail catch challengers off guard and, generally, his entire technique depends on the suddenness of his long range assaults.

BECAUSE
INSTINCT
REAL —
FULL-BLO



ER'S GUIDE IN EXISTENCE!! ORN KILLERS



(ABOVE) There's not much we can add to this 26 Hit Ultra sequence from the chief. After losing just about every last pint of fluid from his body, Riptor is knocked to his doom from the roof top.

THE CHARACTERS IN KILLER
FULLY RENDERED, THEY ARE
EXIST! EACH FIGHTER IS A
YOUR FACE, LIVING ENTITY!



(ABOVE) A fiery Phoenix from Thunder is set free to work its mischief. And that's the last time Orchid will comment on the Chief's expanding gut.

(BELOW) A brief but all-too effective combo from the chief, culminating in a punishing Sammamish finale!



THE MOST MONSTROUS PL UNNATURAL I



(ABOVE) Demonstrating how best to use the top-down, head punch, TJ opens the suffering Chief's guard and lays into him with a spectacular Ultra sequence. At the last hit, Thunder is sent soaring into the sky, with the viewpoint panning smoothly and effortlessly away, then falls into the depths of deepdom.

UNLEASH THE POWER OF THE
AND DISCOVER MANY DIFFERENT
FINISH YOUR OPPONENT! DON'T
SNIFF OF THE ACTION OR IT COULD



(ABOVE) Cover star Jago pounces about for the camera. Here's an awfully nice example of 'Endokuken' — the fireball — and a Wind Kick, that has caught Fulgore completely off balance. Dumb-ass hunk of junk!



ER'S GUIDE IN EXISTENCE!! ORN KILLERS



(ABOVE) By dashing in to surprise his foes, TJ takes the advantage and succeeds in pummeling their faces, before they have time to realise what's hit them.

(LEFT) Yes, TJ has broken Spinal's neck. Gnnh!



LA COMBO
WAYS TO
E THEM A
BE YOU!



TJ COMBO



TJ is second to Spinal in the league of overwhelming power. Who'd have thought a mere boxer could stand a chance against the wraiths and prototypes that form the competition? But TJ not only survives but wins very decisively because, of all the fighters, his moves work together so perfectly.

JAGO



A flash but fairly standard character for beginners to cut their teeth on. Anyone who's played Ken or Ryu in Street Fighter II can pretty much handle him. His Ultra combo is among the most impressive in the game however.



(ABOVE) Jago's Tiger Fury is almost identical to Ken and Ryu's famed Dragon Punch. Just as they are vulnerable to attack should they time this move wrong, so too is Jago, as Sabrewulf is all too keen to demonstrate. When performed correctly, however, the Tiger Fury is a powerful attack.

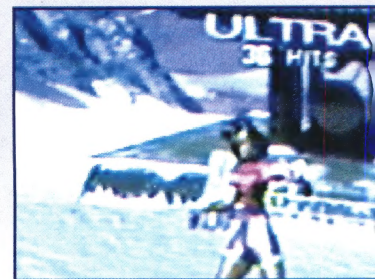


(ABOVE) Like Fei Long, Jago's technique depends as much on fancy footwork as it does on dextrous fists. As you can see Fulgor is loving every minute of it!

UNNATURAL BORN KILLERS

ULTRA COMBO

Once it's understood how the buttons work together Ultra combos are soon pieced together like parts in a deadly puzzle. Try this one for TJ: Back (approx. 2 secs.), Forward then press and hold Fierce High. Follow this with Medium High X2, a quarter-circle towards (ie a fireball) and release the Fierce High button.



(ABOVE) There are ten degrees of combo credibility in Killer Instinct, each with a specified number of hits: Triple=3, Super=4, Hyper=5, Brutal=6, Master=7, Awesome=8, Blaster=9, Monster=10, King=11, Killer=13, ULTRA=20+

ULTIMATE COMBOS

Ultimate Combos culminate in the stylish dispatch of the loser after taking away their last sliver of energy.

NO MERCIES

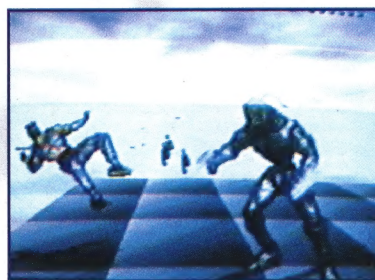
No Mercies are similar to the fatalities in Mortal Kombat. They include Fulgore's head transforming into a battery of super cannons and Orchid turning her victims into toads, who she then proceeds to squish!

HUMILIATIONS

The world has more than its fair share of tragic hoofers, and the stars of Killer Instinct account for ten of them!

FANCY BEATING YOU HERE...

A tiny floor space, suspended in the air from which it only takes a couple of hits to knock a fighter to his doom. Get here by pressing Down and Medium Low on both sides after both players have highlighted their chosen fighter.



(ABOVE) Sky Platform is a secret location accessed using a more complicated method of stage select. The rest shall be revealed to you all next month...



AND A BIG THANKYOU TO:

Vicki Lucas and everyone else at Timezone and Leisure And Allied Industries for all the help they give us whenever we feel the urge to hit the arcades.

When the NMS staff play coin-op games their preferred arcade is Timezone, George St, Sydney.

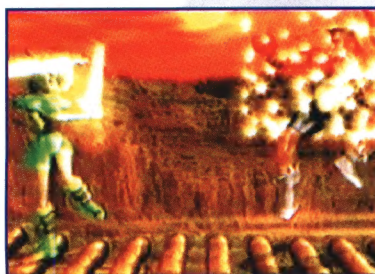
Cast and crew fly Sydney public transport except Mary who hasn't been on a bus since she left school.

SPECIAL THANKS TO... Aziz, Philip, Danny, Andre who have played Killer Instinct like maniacs.

(ABOVE) Here Jago's shameful attempt to stop Cinder with an 'Endokuken' is deservedly repaid by Cinder's Fireball Dash. This enables the fiery one to pass right through Jago's projectile. The frame-by-frame animation used is incredible — just look at the detail!

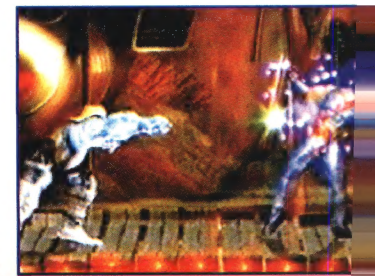
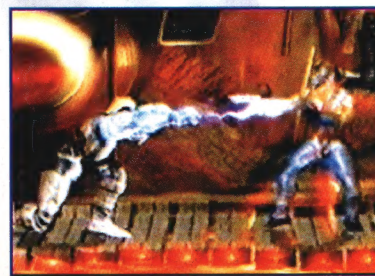
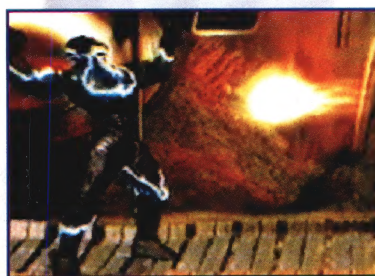
AND THE REST

Composed entirely of fire, Cinder is able to transform himself into streams of flame or launch himself at adversaries in the form of a fireball. Cinder exists in three states, one invisible but susceptible to all forms of attack. Another is translucent and impervious to damage from projectiles.



(ABOVE) Orchid is a speedy, agile adversary. She's also a spectacular entertainer. Check out this Fire Cat animation!

(BELOW) Plasmapoorting is a talent Fulgore uses to escape trouble. He has no problems dealing the damage either!



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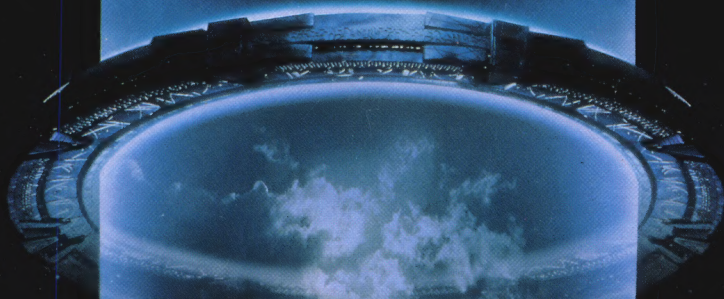
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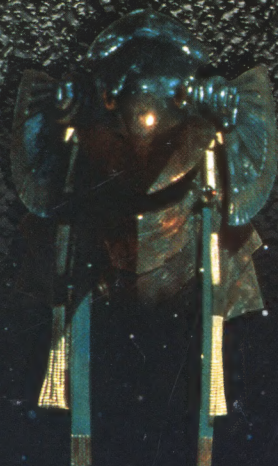
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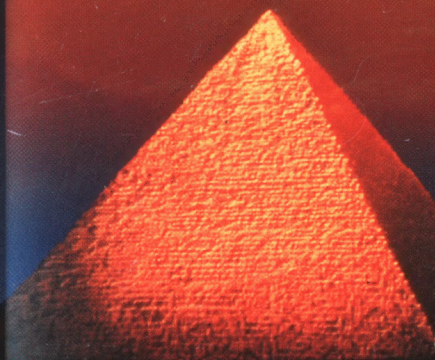
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FROM HOME.



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